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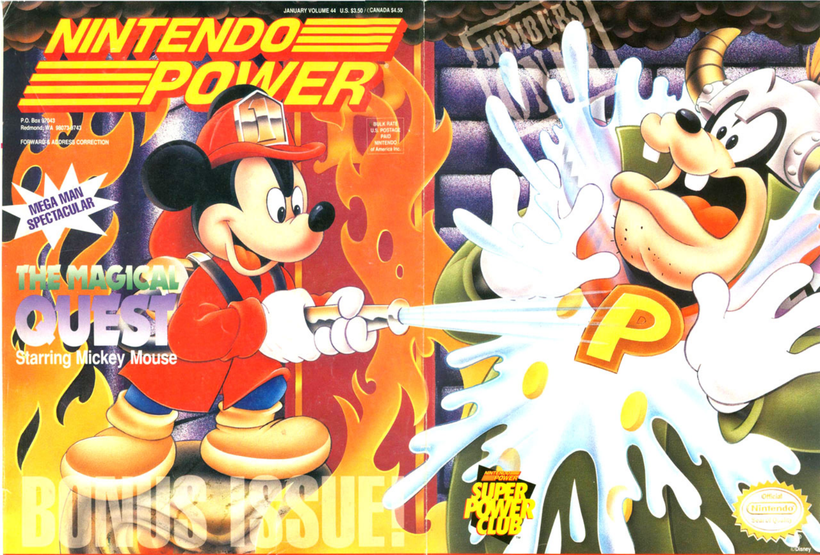
MEGA MAN SPECTACULAR

THE MAGICAL QUEST
Starring Mickey Mouse

BONUS ISSUE!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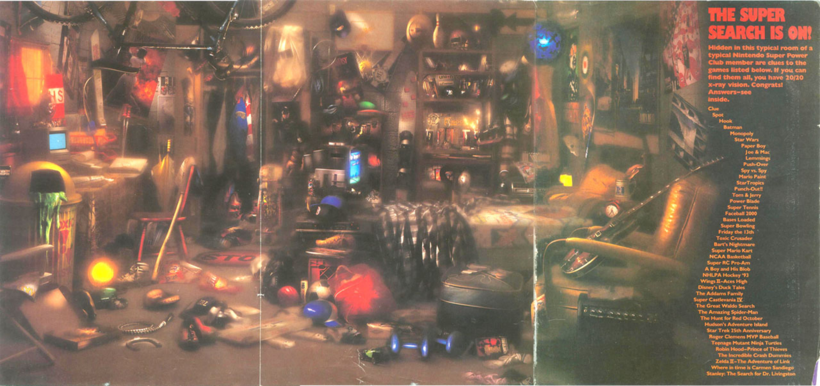

THE SUPER SEARCH IS ON!

Hidden in this typical room of a typical Nintendo Super Power Club member are clues to the games listed below. If you can find them all, you have 20/20 x-ray vision. Congrats! Answers–see inside.

Clue
Spot
Hook
Batman
Monopoly
Star Wars
Paper Boy
Joe & Mac
Lemmings
Push-Over
Spy vs. Spy
Mario Paint
StarTropics
Punch-Out!!
Tom & Jerry
Power Blade
Super Tennis
Faceball 2000
Bases Loaded
Super Bowling
Friday the 13th
Toxic Crusader
Bart's Nightmare
Super Mario Kart
NCAA Basketball
Super RC Pro-Am
A Boy and His Blob
NHLPA Hockey '93
Wings II–Aces High
Disney's Duck Tales
The Addams Family
Super Castlevania IV
The Great Waldo Search
The Amazing Spider-Man
The Hunt for Red October
Hudson's Adventure Island
Star Trek 25th Anniversary
Roger Clemens MVP Baseball
Teenage Mutant Ninja Turtles
Robin Hood–Prince of Thieves
The Incredible Crash Dummies
Zelda II–The Adventure of Link
Where in time is Carmen Sandiego
Stanley: The Search for Dr. Livingston

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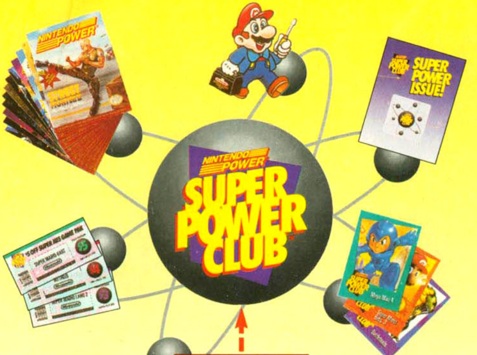

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JANUARY 1993 VOLUME 44

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DAY:ONE
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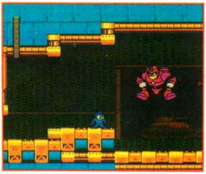
SLICK, TODAY YOU HAVE TO DO SOME STUNT WORK. JUMP OFF THE BUILDING AND CREATE



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MARIO PAINT

I just had to write and tell you how pleased I am with Mario Paint. I am a parent and although my children have a zillion games, this is the first thing that really pleases me. Mario Paint is creative and imaginative. It has great color and sound. I actually feel my children are doing something "constructive" when they use it. In fact, I think it's SUPER NINTENDO. Thanks for making it!

Luanne Gabriel
Marinette, WI

I am writing about the great game you previewed in the magazine. Mario Paint looks so cool! When it comes to our small town of Slave Lake I'll probably be the first to have it. I just can't wait. I also would like it if your magazine showed more of this game. From what I saw it looks great, but I'd like to know more about it. Keep up the great work.

Blair Gullion
Slave Lake, AB

Thanks Luanne and Blair! We think it's great that Mario Paint is getting such a warm reception from Super NES owners. It's a very powerful and creative program. In fact, we thought it was so great—we gave it 16 more pages of coverage in this month's "subscribers only" Super Issue. Enjoy!

MARIO PAINT CONTEST UPDATE

THE WINNERS OF THE MARIO PAINT CONTEST WILL BE ANNOUNCED IN AN UPCOMING ISSUE. THANKS TO EVERYONE WHO SENT IN AN ENTRY!

STAY TUNED FOR THE WINNERS!

Mario Simeone from Levittown, PA created this stained-glass window of a famous Nintendo character with whom he just happens to share first names.

Andrea Gervais' cat, Coonie, has great taste in magazines! Coonie purr-uses the pages of Power every month with Andrea at home in Auburn, Maine.

We really enjoy thinking up contests for the Player's Poll every month, but maybe you can help us out. What kind of a Player's Poll contest would *YOU* like to see? Give us the details. How many and what type of prizes would you award? Where would you travel to? Who knows...we may take you up on your idea!

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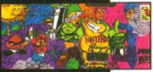
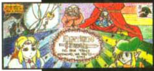
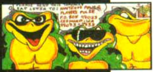
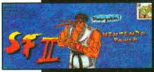
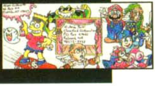
The ART Column











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#35
R.C. PRO-AM RACING

#14
GARGOYLE'S QUEST

#47
SOUL BLAZER

SUPER MARIO BROS. PINBALL

CONTEST WINNER

SUPER MARIO BROS.
Gottlieb

It doesn't really matter how many free games Josh Mendenhall can rack up on the new Super Mario Bros. pinball game. He can play for free for as long as he wants! He owns it! The Grand Prize from the Player's Poll Contest in Volume 38 was shipped directly from the Premier factory in Illinois to Josh's home in Alta Loma, California. It now resides in Josh's bedroom.

SUPER MARIO BROS.

The Super Mario Bros. pinball machine should be a big hit with pinball gamers everywhere. Look for it in an arcade, bowling alley or wherever you play pinball. *(Better yet, just go over to Josh's house!)*

EDITOR'S CORNER

*The flood of great stuff from Nintendo Power keeps coming your way! The jam-packed January '93 Super Issue is finally in your hands. You'll notice that we've changed the format of the magazine just a bit. Several new design elements have been added to make finding vital information easier. Also, to support the immense popularity of the Super NES, the NES and the Super NES game reviews have swapped locations. As always, please let us know how you like the changes. With this issue, we bid farewell to George & Rob's opinions in Now Playing. George Sinfield has joined Howard Phillips, Nintendo's former Game Master, at T*HQ. Good luck, George!*

Gail Tilden
Editor in Chief

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The Magical Quest Starring MICKEY MOUSE

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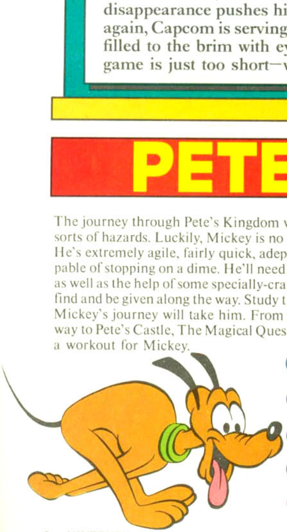
PLUTO IS MISSING!

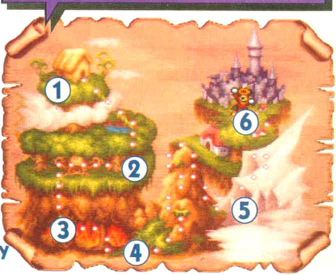
An innocent game of catch turns sour when Mickey discovers his dog, Pluto, is missing. Where could he be? He doesn't usually run off like this! Could this dastardly deed be the doings of the evil Emperor Pete? In desperation, Mickey sets off through Emperor Pete's kingdom. Mickey makes no bones about it, he's scared. However, the mystery surrounding Pluto's disappearance pushes him to undergo the test of the Magical Quest. Once again, Capcom is serving up a gaming extravaganza! The Magical Quest is filled to the brim with eye and ear candy. The only drawback is that the game is just too short—we wish it were much longer.

PETE'S KINGDOM

The journey through Pete's Kingdom will be filled with all sorts of hazards. Luckily, Mickey is no regular field mouse! He's extremely agile, fairly quick, adept at jumping and capable of stopping on a dime. He'll need all of these qualities as well as the help of some specially-crafted outfits that he'll find and be given along the way. Study the map to see where Mickey's journey will take him. From the Treetops all the way to Pete's Castle, The Magical Quest is guaranteed to be a workout for Mickey.



AN ADVENTURER'S MAP



① **TREETOPS** (page 10)

② **DARK FOREST** (page 12)

③ **FIRE GROTTO** (page 14)

④ **PETE'S PEAK** (page 16)

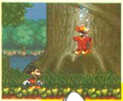
⑤ **SNOWY VALLEY** (page 18)

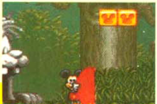
⑥ **PETE'S CASTLE** (poster)

SUITS 'N STUFF

DRAW THE CURTAIN

Mickey will be awarded three different costumes that enable him to perform magic, fight fires and climb mountains. Press the R or L Buttons to highlight the desired costume in the Costume Box and then press the A Button to send him to the dressing room.



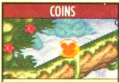
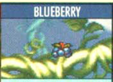
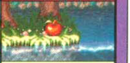
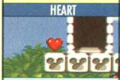
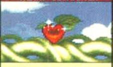
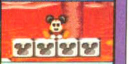
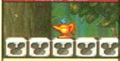
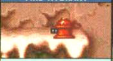
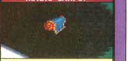


"Uh, excuse me, I have to put on my Magic Turban."

Brave is he who wears the Firefighter's costume. It takes a mighty mouse to fight the Fire Grotto flames.

SPECIAL ITEMS

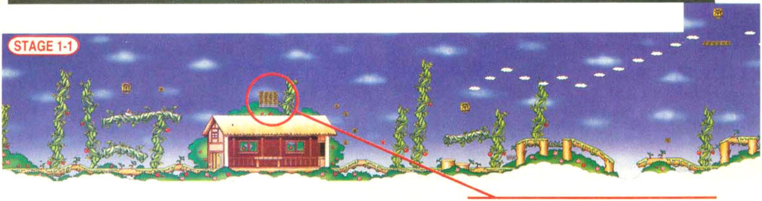
It's imperative that Mickey makes good use of the Items available to him. Study the maps to locate the hidden Items.

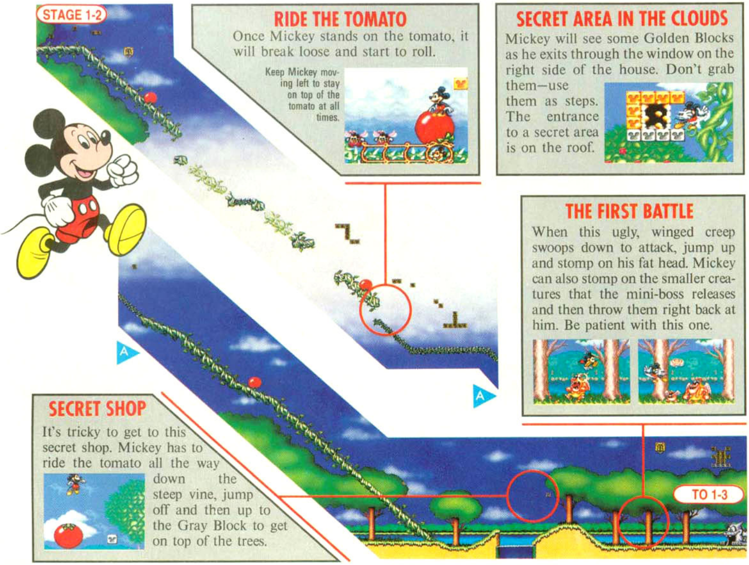
COINS	BLUEBERRY	APPLE
		
Coins allow Mickey to purchase special Items.	Delicious! They add 200 points to the score.	Extremely delicious and adds 500 points!
HEART	**HEART CONTAINER**	**MICKEY DOLL**
		
Refills one heart on Mickey's Health Meter.	Adds an extra heart to Mickey's Health Meter.	A 1-Up. It's another chance to rescue Pluto!
MAGIC LAMP	**FIRE HYDRANT**	**MAGIC CARPET**
		
Partially refills the Magician's Magic Meter.	Partially refills the Firefighter's Water Meter.	Only a Magician can ride this flying tapestry.

TREETOPS

STAGE 1

A lush vineyard is the setting for Treetops. Right from the start, the quality of the game's graphics will no doubt please you. Grab the giant red cherries and spin them. As they rise upward, grab them again and go for a ride!





RIDE THE TOMATO

Once Mickey stands on the tomato, it will break loose and start to roll.

Keep Mickey moving left to stay on top of the tomato at all times.

SECRET AREA IN THE CLOUDS

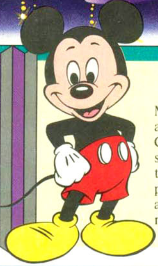
Mickey will see some Golden Blocks as he exits through the window on the right side of the house. Don't grab them—use them as steps. The entrance to a secret area is on the roof.

THE FIRST BATTLE

When this ugly, winged creep swoops down to attack, jump up and stomp on his fat head. Mickey can also stomp on the smaller creatures that the mini-boss releases and then throw them right back at him. Be patient with this one.

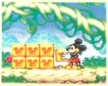
SECRET SHOP

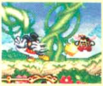
It's tricky to get to this secret shop. Mickey has to ride the tomato all the way down the steep vine, jump off and then up to the Gray Block to get on top of the trees.

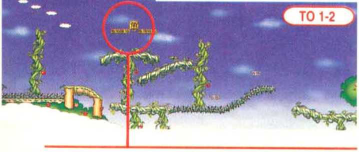


IT'S MICKEY!

Mickey, shown here in his normal state, can run, jump, grab and spin certain objects like Blocks. Sometimes, valuable Coins will appear if Mickey grabs Golden Blocks. If Mickey stomps the head of certain enemies, he can pick up the creatures and send them spinning, too.

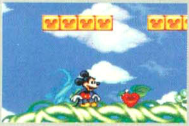






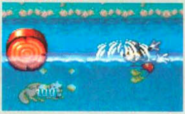
HEART CONTAINER

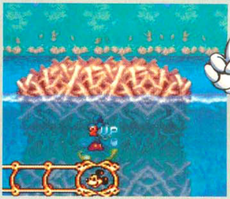
Quite possibly, the most important Item in the game is the Heart Container. Be sure not to bypass this easily-accessed Treasure Box. Jump up and grab the ring on the box to release the treasure.

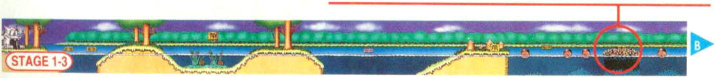


THE BEAVER'S STASH

This busy beaver is hiding something! Use one of the Golden Blocks to take the territorial beaver out of commission and then walk through his dam to score a 2-Up.

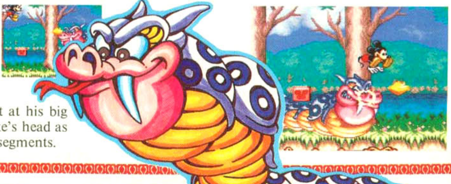


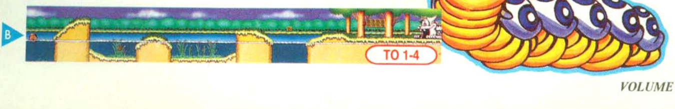




1-4 SNAKEY

Uh-oh. Mickey stumbles upon a giant, hungry-looking snake. The snake will chase Mickey from one side of the screen to the other. Grab a reappearing Red Block and toss it at his big head. Mickey can jump on the snake's head as well as chuck the separated snake segments.

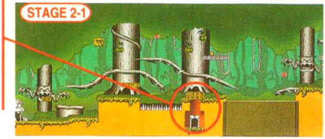




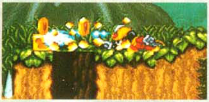
DARK FOREST

STAGE 2

The ominous Dark Forest is summoning Mickey. There's no avoiding it—one way or another, he'll have to go through it. As a reward for his progress so far, Mickey will be awarded the Magic Turban at the beginning of the stage.

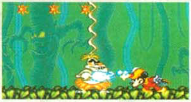


SECRET ROOM



Clear away the Golden Blocks in this hard-to-reach area then drop down to the door to enter a secret room. A Heart Container is located in the Treasure Box here.

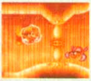
TROUBLE IN THE FOREST

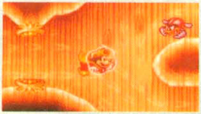


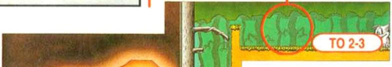
Use fully charged magic blasts to defeat this chubby, but mobile, mini-boss. Watch out for the spiked pods he tosses. He launches his skirt, too.

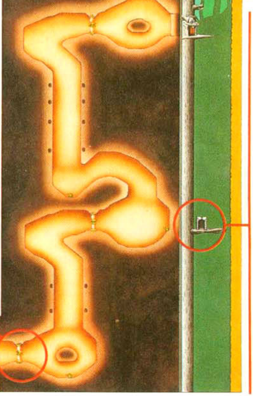
SHOOT THE TRAP

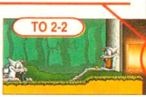
This giant tree is filled with some sort of strange fluid. Mickey will have to wear his Magic Turban to make it through. The "gates" that block Mickey from progressing can be opened with a blast of magic. Defeat the crabs in the same manner.





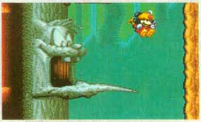


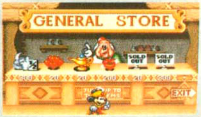




SECRET SHOP

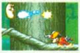
Intuitively speaking, this Item Shop is not easy to locate. However, all Mickey has to do to reach it is jump off the edge of the branch and fall down to the entrance. Buy goodies here.

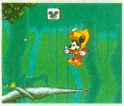




BRANCH BOOST

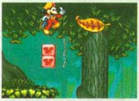
After Mickey charges up his magic and nukes these peanut-shaped enemies, he can bounce on the pointed end of the branches to reach other branches or Blocks to step on. Jump on the very end to get the most height.

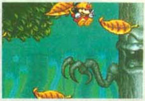


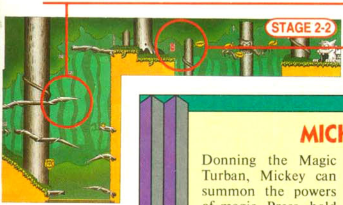


RIDE THE LEAVES

Mickey will show off his jumping ability as he tries to make it over the giant gap by jumping from leaf to leaf. Don't try to jump to another leaf if it is moving away from Mickey. Wait until it's drifting back his way.

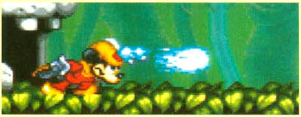


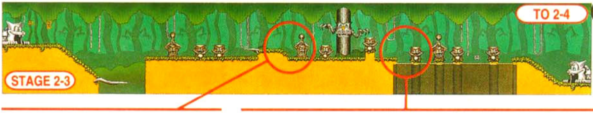




MICKEY THE WIZARD

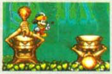
Donning the Magic Turban, Mickey can summon the powers of magic. Press, hold and release the Y Button to fire off a burst of magic power.



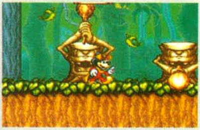


STUMP THUMPERS

The Stump Thumpers hold giant clubs and they swing them up and down with great force. If Mickey is hit by a club, he will lose a Heart from his Health Meter. Depending on where the club is, walk under or jump over it.

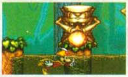


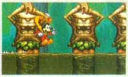
Stump Thumpers can't be defeated, so just avoid them.



WHAT'S IN THE MUCK?

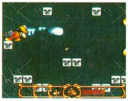
In the Easy Mode, Mickey is safe in the murky water, but in the Normal and Hard Modes, a giant fish will patrol the depths in search of stray mice.

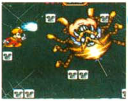




2-4 ARACHNOPHOBIA!

As soon as the spider enters the screen, nail it with a blast of magic. Jumping on its head is very effective in Mickey's attempt to defeat the arachnid beast.

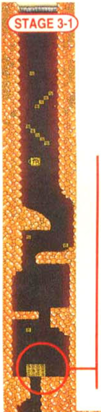


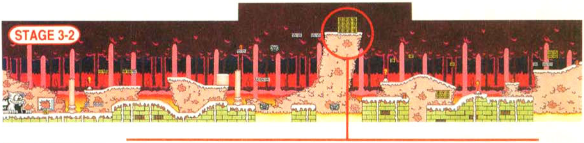


FIRE GROTTO

STAGE 3

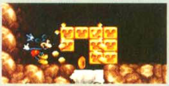
Going down! Things really heat up in the Fire Grotto. Mickey will be forced into more tricky situations where he'll have to come up with new strategies to come out on top. Firefighter Mickey will handle most of the chores here.





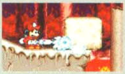
WORK QUICKLY!

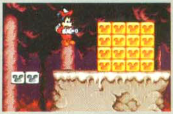
The platform is going down—and so is the spiked ceiling! Clear off the Golden Blocks quickly so Mickey can continue downward and escape the wrath of the deadly spikes.



UPPER ROOM

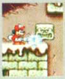
By positioning certain Blocks, Mickey can jump up and make his way to this stack of Golden Blocks which hides a door.

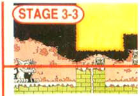


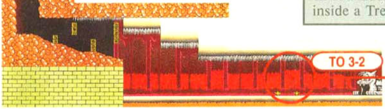


HIDDEN ROOM FOUND!

By pushing this Block over and under the ledge, Mickey can ride it down, blast away the Golden Blocks and enter a hidden room. Find more Coins inside a Treasure Box there.

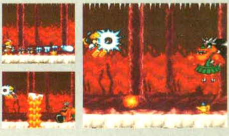






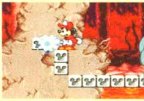
HAMMERED!

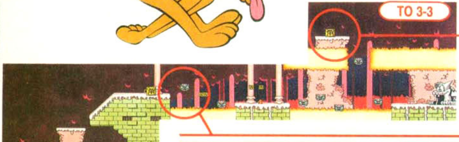
This mini-boss carries a big hammer. With it, he can cause a section of the floor where Mickey is standing to rise up to the spiked ceiling. Don't stand in one spot—keep moving! Charge up some hefty blasts of magic to do him in. Be careful not to shoot when he jumps.

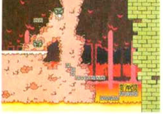


FIREFIGHTER MICKEY

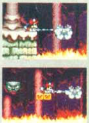
As Mickey enters the Fire Grotto, the Firefighter's Costume is waiting. Mickey can put out small fires and move Blocks of all sizes with it. Check out Mickey's face. He gets the job done!







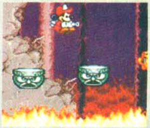
INTO THE FIRE



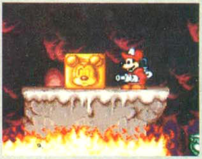
When the vertically-moving platforms enter the flames below, they will immediately catch fire. Squirt them with a small amount of water before hopping on them. Jump off before they enter the flames again.

UP THROUGH THE FIRE

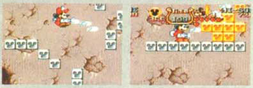
The moving platform which Mickey jumps to in the first photo will take him up through a gap in the immense wall of flame to a Treasure Box full of Coins. Blast the box with water to crack it open.



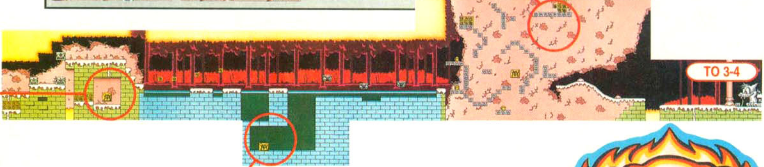
According to physics, heat rises . . . so does this platform!



SECRET SHOP

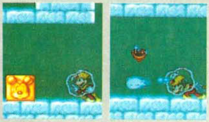


Study this tricky maze of Blocks to find a way to move them into position and allow Mickey to make it up to a secret Item Shop.



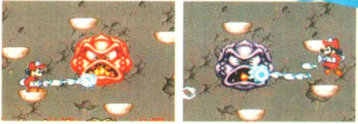
DIVE!

The bubble around Magic Mickey's head allows him to stay underwater. A valuable Heart Container can be found in this particular Treasure Box. Mickey's magic power works great under the water, too!



3-4 HOTHEAD

Squirt this boss with as much water as you can, but don't waste it! Duck down when the rotation of the platforms takes Mickey under the boss and then shoot water from the other side.



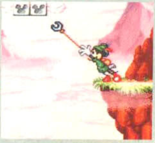
Just jump up on the right side when the boss turns color for the third time.

PETE'S PEAK

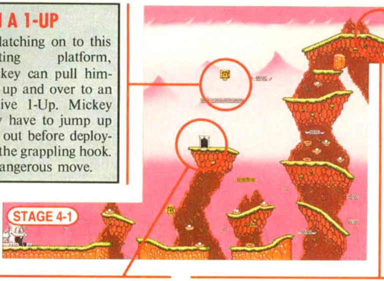
STAGE 4

Goofy meets Mickey at the beginning of this windy stage and helps him out by presenting him with a brand new climber's outfit. A grappling hook and rope will be Mickey's main means of survival in this steep, rocky terrain.

GRAPPLING WITH A 1-UP

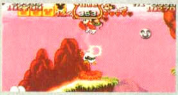


By latching on to this floating platform, Mickey can pull himself up and over to an elusive 1-Up. Mickey may have to jump up and out before deploying the grappling hook. A dangerous move.



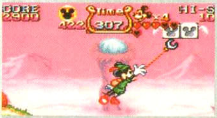
SECRET SHOP

Only by bouncing off one of the eggs can Mickey get up to the Golden Blocks and then on to a hidden Item Shop. Trying to use the grappling hook will only result in the elimination of the Golden Blocks. He has to jump!

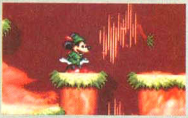


LATCH ON, MICKEY

Practice using the grappling hook on a moving target before attempting the grappling maneuver in this area. A missed grapple can lead to serious trouble.

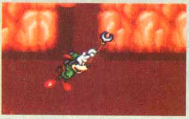


WINDFALLS

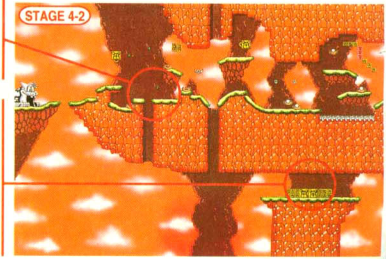


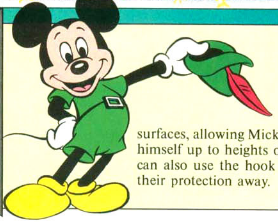
The wind really whips down through the gaps in the rocks on the Peak. Mickey is able to hear when the wind is about to blow. Don't cross the gaps until it stops.

FOR BRAVE ADVENTURERS ONLY!



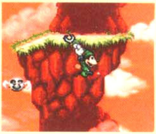
If Mickey falls down through a gap and then uses the hook to grapple along to this secret area, he'll be rewarded with a Heart Container.





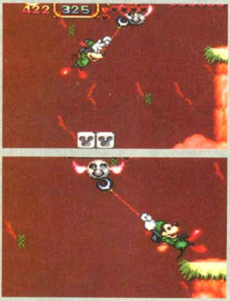
THE MOUNTAINEER MOUSE

Mickey can throw the grappling hook out in five different directions. It will latch on to most surfaces, allowing Mickey to cross gaps and to pull himself up to heights otherwise unattainable. He can also use the hook to stun enemies and take their protection away.



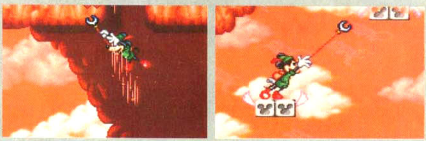
DON'T FALL

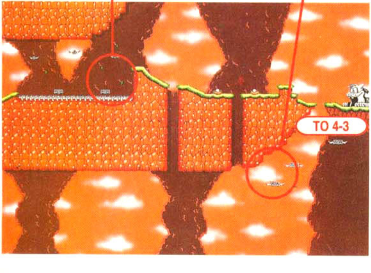
As is the case with most spikes, a fall onto the spikes in this area will hurt! Swing Mickey out as far to the right as he can go after the grappling hook has been attached to the floating grapple points.



FROM DOWN UNDER

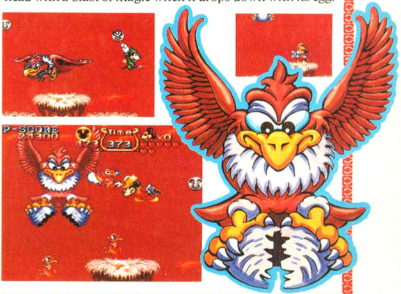
Mickey can make his way to the right if he falls down any of the gaps. The floating platforms make it relatively easy to get back to the exit. Don't go to this area unless you're a very experienced climber!





4-3 BAD BIRD BOSS

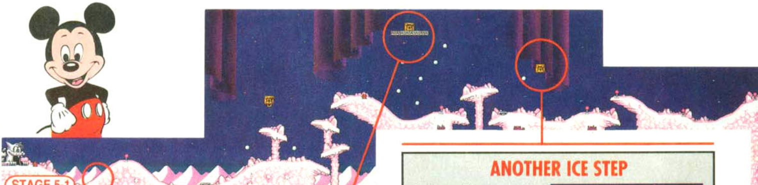
This bad bird will swoop in from a distance. The force of the wind will knock Mickey off the nest. Use the hook to hang on to the Mickey symbol and you won't be blown off. Quickly switch to the Turban and nail the bird in the head with a blast of magic when it drops down with its egg.



SNOWY VALLEY

STAGE 5

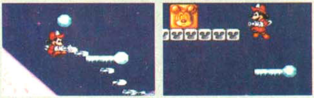
The slippery surfaces of the Snowy Valley will challenge the footwork skills of even the bravest adventurer. There are sections where it will pay to speed through, but other sections require caution and a bit of restraint.



STAGE 5-1

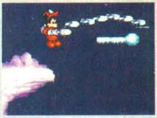
WHAT'S UP? A 1-UP

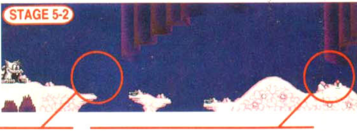
If Mickey shoots the hexagonal ice blocks with enough water, an ice ledge will form for a few seconds. Jump up and shoot the next one to create steps. If Mickey is quick enough, he'll make it up to a Treasure Box that holds a 1-Up.



ANOTHER ICE STEP

A lone Treasure Box can be reached by squirting this ice block and then jumping out to it. Fire a steady stream at the Treasure Box to release the prize.

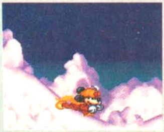




STAGE 5-2

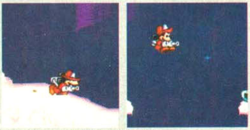
SLIPPERY SLIDE

Mickey can take off running at high speed when he's going down a hill. More speed will allow him to jump farther and will become more important later in the stage.



LEAP THE GAP

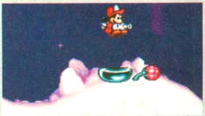
This is where it's important to be fast. He won't be able to clear the long gap if he isn't moving at top speed. Concentrate on the timing of the jump. If he runs and jumps too soon, he might not make it.



Charge! Mickey sprints down the hill and takes a leap across the dangerous chasm. Will he make it?

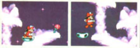
BERRY BOINGERS

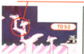
BOING!!! These flexible posts that resemble raspberries will stop Mickey and push him back if he runs into them. Just jump over them to avoid their spring-like effect. They will also stop and send the Ice Sleds back the other way.



PAY ATTENTION

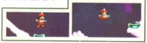
Sometimes the Berry Boingers will be there to stop Mickey from falling off of a ledge, but . . . sometimes they won't! Keep your finger on the B Button just in case.

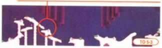




RUN TO THE RIGHT

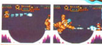
Just keep Mickey running off to the right in this area. He'll need the speed to jump across another wide chasm. Take a ride on the speedy Ice Sleds if you like.





5-3 HALF-PIPE BOSS

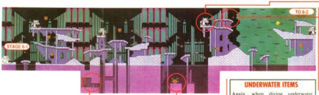
This saber-toothed terror is a great skater! Don the Magic Turban or Firefighter's Costume and fire at him. Try to stomp on his head as he skates from side to side.



PETE'S CASTLE

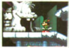
STAGE 6

Again, Mickey must summon all of his courage when he approaches the ominous front door of Pete's Castle. He almost turns back, but he knows that Pluto is inside. Enter that castle, Mickey! Pluto needs your help!



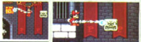
FALSE EXIT

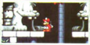
Walking through this exit takes Mickey back close to where he began this stage. For his trouble, he'll be able to collect a 1-Up.



THIS WAY TO PETE!

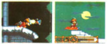
If Mickey enters any of the exits in this area other than this one, he'll have to square off again with a mini-boss that he has previously faced. They're no more difficult to defeat, but why take the time to mess around with them?



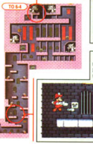


RIDE THE CARPET

With a blast of magic, the carpet will unroll and will be at the Magician's disposal to ride it where he pleases.

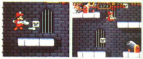


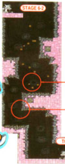
Ride this particular carpet to the right. Mickey will find the exit to go to the next area.



BLAST THE BLOCK

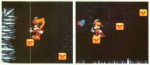
Use the Firefighter's Costume to move Blocks into position so Mickey can use them as steps. Jump up and move on!





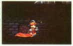
THIRD CARPET'S A CHARM

For inexperienced Magicians, carpet flying can be dangerous in this spike-filled area. Just jump down and make use of the Golden Blocks until Mickey finds the third magic carpet.



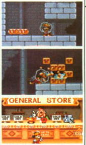
SPIKES

It doesn't really matter how many Hearts or Heart Containers Mickey has. If he touches the deadly spikes, he's a goner! No amount of magic can save him, either.



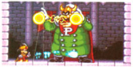
UNDERWATER ITEMS

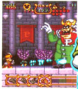
Again, when diving underwater, choose the Magician's Costume. Charge up a blast of magic to gain access to a multitude of Coins or the entrance to an underwater Item Shop.



6-4 EMPEROR PETE

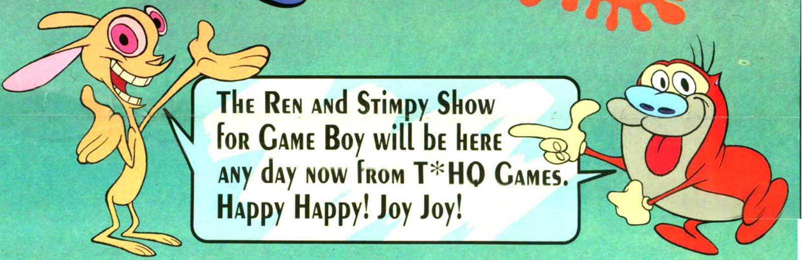
At last, Pete! Use the Magician's Costume to do battle with this fiend. Charge up a magic shot and blast Pete in the face only when his arms are down. Shoot any other obstacles in the room, too. Do it for Pluto, Mickey!





The Ren & Stimpy Show™

NICKTOONS


The Ren and Stimpy Show for Game Boy will be here any day now from T*HQ Games. Happy Happy! Joy Joy!

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NINTENDO POWER®

DRAGON'S EYE
SHANGHAI II
上海

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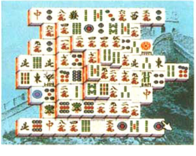
Activision's new version of the traditional Chinese game, mah-jongg, is coming soon to the Super NES, along with Dragon's Eye, which pits Master against Slayer. The symbols on some tiles are difficult to see, but avid mah-jongg players will like both games.

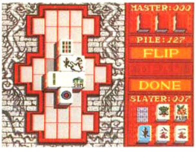
難 UNPILE THE TILES 問

A mah-jongg set includes 144 tiles etched with Chinese symbols. Shanghai II also gives you the option of using tiles that have symbols of different themes, such as traffic signs, international flags, numbers and animals. Some tile sets are easier to see than others. Regardless of the tile set you choose, the object of the game is to remove all tiles from the layout by matching like pairs. In Shanghai, the tiles are laid out in one of 13 patterns. In Dragon's Eye, the layout grid is a dragon's shape.

SHANGHAI



DRAGON'S EYE

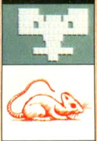
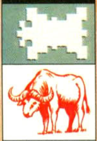
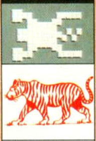
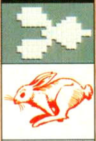
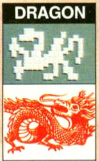
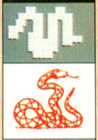
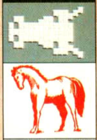
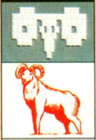
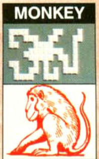
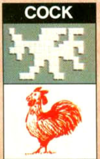
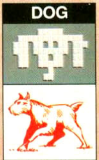
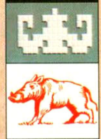


上 SHANGHAI 海

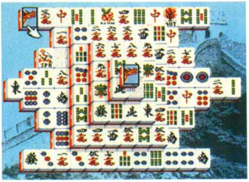
Shanghai II lets you choose the traditional Shanghai layout or one of the 12 other layouts that form the shapes of the animals that represent the different signs of the Chinese zodiac. Some of the layouts are more difficult than others because they have more blocked tiles to start with. The easiest layouts are the Boar, the Dragon, the Monkey and the Snake. More advanced are Shanghai, the Dog, the Ram and the Rooster. Master layouts include the Horse, the Ox, the Rabbit and the Tiger. Whichever layout you choose, start by removing the tiles that block the most moves. A tile is "clear" if nothing is on top of it and if you can slide it out either to the left or to the right. It's always a good idea to plan several moves ahead.

WHAT YEAR ARE YOU?

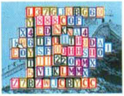
Many Chinese believe that the year you were born in determines your personality traits and your likelihood of attaining success and happiness in your lifetime. Their zodiac system is based on a 12-year cycle, and each year within the cycle is named after an animal that they feel represents the characteristics of that year. Look at the chart below to see which animal represents you.

RAT	OX	TIGER	RABBIT
			
1936, 1948, 1960, 1972, 1984	1937, 1949, 1961, 1973, 1985	1938, 1950, 1962, 1974, 1986	1939, 1951, 1963, 1975, 1987
DRAGON	**SNAKE**	**HORSE**	**SHEEP**
			
1940, 1952, 1964, 1976, 1988	1941, 1953, 1965, 1977, 1989	1942, 1954, 1966, 1978, 1990	1943, 1955, 1967, 1979, 1991
MONKEY	**COCK**	**DOG**	**BOAR**
			
1944, 1956, 1968, 1980, 1992	1945, 1957, 1969, 1981, 1993	1946, 1958, 1970, 1982	1947, 1959, 1971, 1983

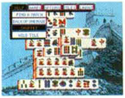
MEET YOUR MATCH



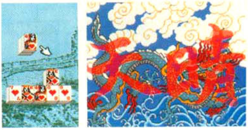
1 This is the Shanghai layout with the traditional Chinese mah-jongg tiles. Study the board and look for matches before you begin. There are two sets of Bamboo tiles 1–9, Dot tiles 1–9, Chinese Character tiles 1–9, two tiles for each of the four winds, one for each of the four seasons, one for each of four flowers, and three pairs of Dragons. Any two seasons match up and any two flowers form a pair, but the rest of the tiles must match exactly.



2 Plan ahead. The 1 in the center can be paired with either the 1 on the right or the 1 on the left. The 1 on the right is blocking more tiles than the 1 on the left, so remove it first.



3 If you run out of moves, you can access Help and either Back Up a move to try something different or Shuffle the remaining tiles and hope it results in new moves.

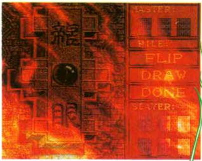


4 If you end up with tiles arranged as they are in the upper left photo, you've hit a dead end. The seven, which you need to clear the king, is under the queen, and you can't move the queen until you move the seven. If you Shuffle and clear the board, you'll see Chinese characters that read, "Congratulations."

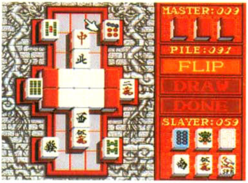
天 CONGRATULATIONS 晴

龍 DRAGON'S EYE 眼

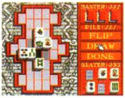
The Dragon's Eye board is shaped like a dragon. A Master, who holds three tiles, plays against a Slayer holding six tiles. The Master tries to cover the dragon's body, beginning with its heart, and the Slayer tries to uncover the dragon by matching and removing tiles. A single player can choose either role and challenge the computer or two players can choose their roles and compete against each other. The Master earns points when tiles are placed on the board; the Slayer scores when tiles are removed.



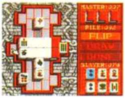
SLAY THE DRAGON



1 When tiles are covered on two sides, they automatically flip over. Put tiles on the dragon's limbs (the six spaces on the outside) first, where they can't flip.



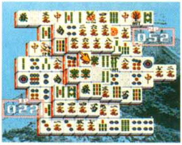
2 You must have one empty space in your hand when you end your turn. If you have fewer than five tiles in your hand, you can draw a tile from the pile. Keep matching so you can draw as many tiles as possible.

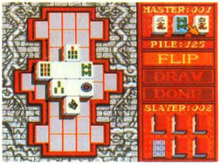


3 If you have a pair in your hand, discard one of them to one of the dragon's limbs. That way, when it's your turn again, no matter what you're dealt, you'll be sure to have a play.

対 PAIR UP TO PLAY 戦

Both Shanghai and Dragon's Eye have fun two-player versions. In two-player Shanghai, speed counts. The clock starts ticking when each player's turn starts, and the longer it takes to find a match, the lower the score. Total times are tallied when the board is cleared and the fastest player wins. In two-player Dragon's Eye, one player is the Master, the other the Slayer.

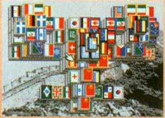




The Master tries to cover the dragon, playing tiles that the Slayer won't be able to pair up with. He must cover the dragon's heart before branching out to cover the limbs.

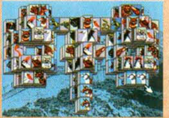
PUT DOWN NEW TILE

The one downside of Shanghai II is that some of the symbols on the tiles—especially the Chinese characters—are hard to read, but you can change from standard mah-jongg symbols to some that you might find easier to recognize.



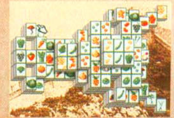
FLAGS

You can change to tiles with international flags, but the differences in some countries' designs are very subtle.



ANIMALS

Select the animal tiles and match poodle to poodle, pelican to pelican, penguin to penguin. And be sure to turn the sound up!

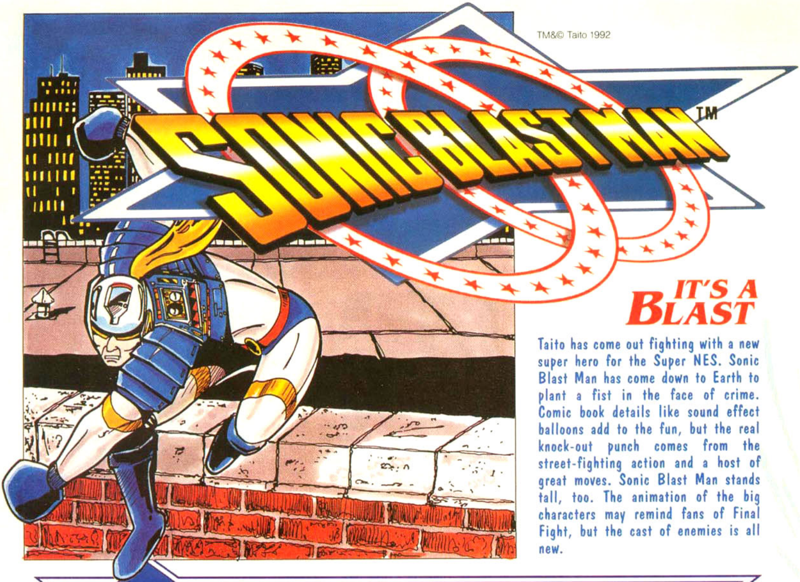


VEGETABLES

You don't like limas? Get your daily dose of vegetables the easy way! Pick the vegetable tiles—they're an easy set to see.

TM&© Taito 1992

SONIC BLAST MAN™

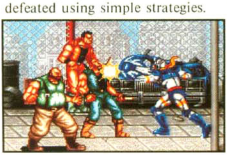


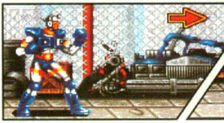
IT'S A BLAST

Taito has come out fighting with a new super hero for the Super NES. Sonic Blast Man has come down to Earth to plant a fist in the face of crime. Comic book details like sound effect balloons add to the fun, but the real knock-out punch comes from the street-fighting action and a host of great moves. Sonic Blast Man stands tall, too. The animation of the big characters may remind fans of Final Fight, but the cast of enemies is all new.

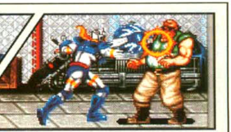
MEGATON POWER

Wherever crime and destruction raise their ugly heads, Sonic Blast Man will be there to champion the cause of justice. Blasting bad guys with his multi-megaton punch isn't this hero's only job. He must save civilians from runaway trucks, collapsing buildings and falling meteorites in the Hit Stages that follow each of the first four street-fighting areas. Three difficulty modes allow you to set the game to your own level of challenge, and you can select up to five lives. Even on the Hard mode, however, most enemies can be defeated using simple strategies.

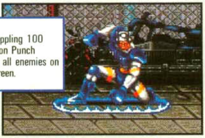




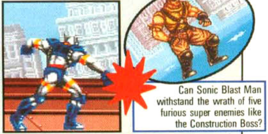
Sonic Blast Man fearlessly stalks criminals in the streets.



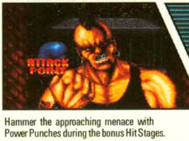
The Sonic Uppercut explodes with such force that a wave of sound smashes everything in its path.



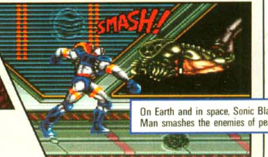
His crippling 100 Megaton Punch effects all enemies on the screen.



Can Sonic Blast Man withstand the wrath of five furious super enemies like the Construction Boss?



Hammer the approaching menace with Power Punches during the bonus Hit Stages.

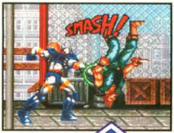


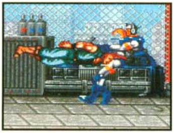
On Earth and in space, Sonic Blast Man smashes the enemies of peace.

SMASHING SUCCESS

STREETWISE ATTACKS

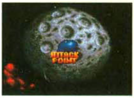
Two attacks are all you really need. The powerful Wind-up Punch sends enemies reeling. While punching, push the Control Pad in the direction of your foe. Use the Grab and Toss technique against armed opponents. Move toward the enemy from above or below. When you're close, Sonic Blast Man automatically grabs the fiend. Now shake him and throw him at another enemy.



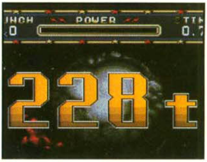


HIT STAGE HINTS

To get the most out of the bonus areas you need to deliver three massive punches to the target. Strike when the fist is dead center on the target, but also try to get the Power Punch Meter to reach its maximum. The longer you wait, the more power you can use to earn a higher score.



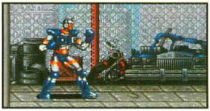
Your maximum score for three bonus punches is 300 megatons. You'll have to time your punches close to the time limit to achieve the maximum.



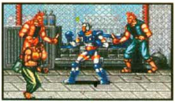
STAGE 1: MEAN STREETS

TAKE NO PRISONERS

With his scarf flying defiantly in the wind and his super hero suit fresh from the cleaner, Sonic Blast Man looks like he's cruisin, for a bruisin'. If he hopes to reach the Construction Boss, he'll have to mop up the pavement with thugs.

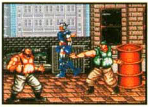


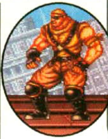
THREE'S A PARTY



Only three enemies will ever appear on the screen at one time, leaving Sonic Blast Man plenty of room to maneuver. Try not to get sandwiched by attackers. Although the Jump Kick is a dangerous move, you can leap out of the way of danger if you have to.

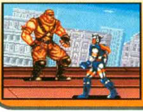
Defeat enemies and knock over objects to find food items. Sonic Blast Man can replenish lost energy with food.

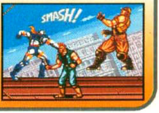




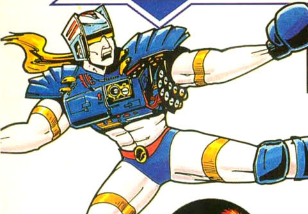
CONSTRUCTION BOSS

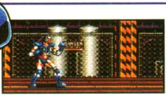
High on a building, Sonic Blast Man faces his first real test. It seems a bit strange that the girder he is fighting on remains rock solid while the background sways, but the fight is tough enough. Use the Grab and Toss technique, or smash the Boss with your 100 Megaton Punch.





STAGE 2: FACTORY FOLLIES

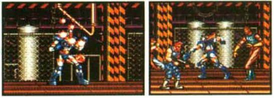




Sonic Blast Man's crusade takes him into a factory where a new set of enemies tries to work him over. Use the Grab and Toss to close in on the quick Karate Kids and Gunmen. The other enemies are just a bunch of sonic punching bags.

INVINCIBILITY

While Sonic Blast Man is using one of his Super Punches he becomes invincible, at least for a short time. If an enemy is closing in from behind, turn and fight immediately after delivering the Super Punch.



Avoid the scalding steam from the pipes by walking at the very top of the screen.

THE CLAW CLAN

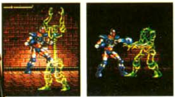
The Claw Bros. leap on Sonic Blast Man and rake him with their steel fingers before you can say "eat my rust." Use the 100 Megaton Punch to defeat one Bro, then attack the other with the Grab and Toss.

STAGE 3: ALIENS IN THE SEWERS

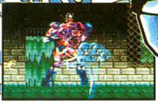
Eerie, alien shape-shifters haunt Sonic Blast Man as he takes to the sewers. When an alien transforms into a bubbling pool of ooze, it becomes invincible and toxic. Attack only when it regains its true shape.

HEROES DON'T REST

One alien enemy attacks by smashing down on top of you from above. Keep moving at all times and the alien will usually miss, then you can destroy it. Also watch out for aliens that wrap you in a tentacle. Push Left and Right on the Control Pad to free yourself.



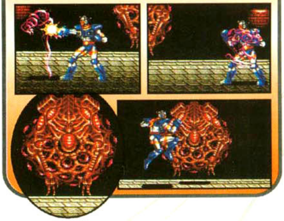
This alien stretches down from the ceiling to land on Sonic Blast Man. Keep moving to avoid it. When it is standing on the floor, go after it with your Wind-up Punch or other special moves.



Move back and forth to free yourself from the alien's grip.

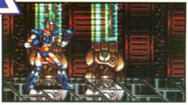
THE MOTHER ALIEN

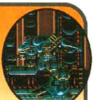
At first, the Mother Alien releases pods that become the Tentacle aliens. When they leap, they'll try to wrap up Sonic Blast Man. Keep moving and punching to destroy them. You'll be home free once the Mother Alien releases all her pods.



STAGE 4: THE LABORATORY

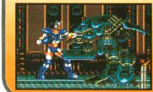
Sonic Blast Man has reached the laboratory of a mad scientist who stocks his halls with fiendish robots. Fortunately, metal is no match for sonic power. Although the graphics look good, expect some character flicker and slow down.

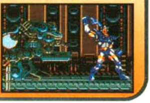


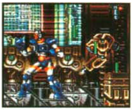


ROBOBOSS

This mechanical monster is too heavy to throw, but straight punches will crunch its circuits. The sure way to destroy its diodes is to use your 100 Megaton Punches. Keep away from the Danger signs to avoid its missiles.

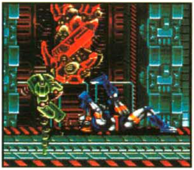




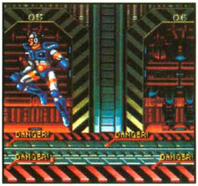


THE LASER SHOW

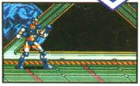
Laser cannons mounted on mobile tracks in the ceiling fire down while you are being attacked by robots. It's easy to keep in front of them or behind them during a fight.



Grab and Toss the Red Robot to defeat it.



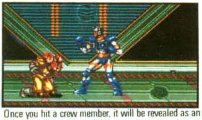
STAGE 5: SPACE RACE



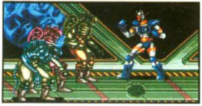
The ultimate test for Sonic Blast Man is aboard the spaceship of the villain who has brought so much destruction to Earth. Appearances can be deceptive here, especially at the end when you come face to face with your mirror image.

ASTRONAUTS OR ALIENS?

The spaceship is filled with a crew that looks like men wearing space suits until you hit them and the suits come off, revealing aliens! The aliens are tough, but the Grab and Toss technique is effective against them.



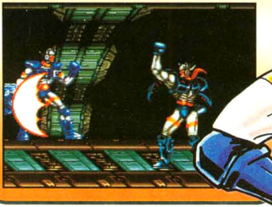
Once you hit a crew member, it will be revealed as an alien. The ship is filled with them and you must destroy them all.

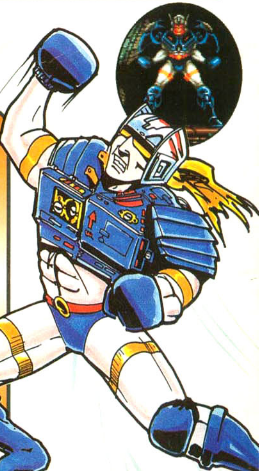


This crewman will put up the fight of his life, and yours.

SONIC BLAST MAN 2

Could the final enemy be Sonic Blast Man's evil twin from outerspace? If you defeat him, you'll learn the hidden truth, but it will mean fighting an enemy who can match your every move. It's a cool duel with a great comic book finish.





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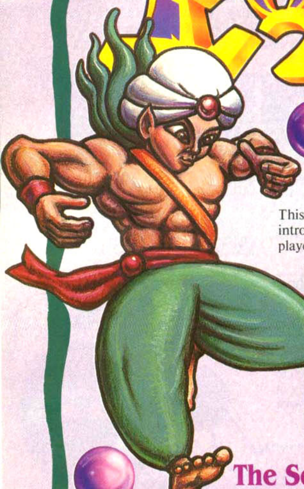
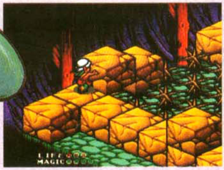
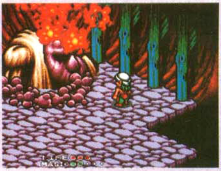
Equinox™



THE SOLSTICE LEGEND CONTINUES

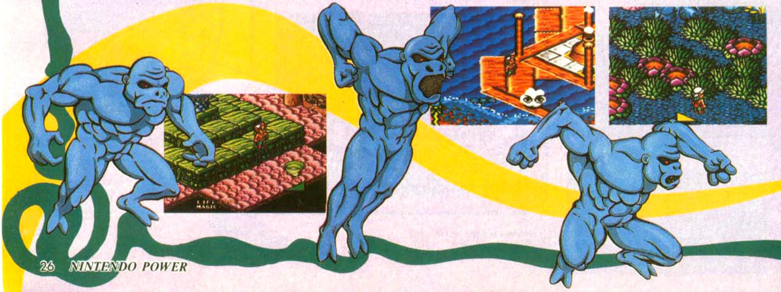
This new title from Sony/Imagesoft is part two of Solstice, the NES adventure that introduced Shadax, the wizard. Now for the Super NES, battery-backed Equinox takes players deeper into adventure, with hundreds of rooms to clear in eight levels.





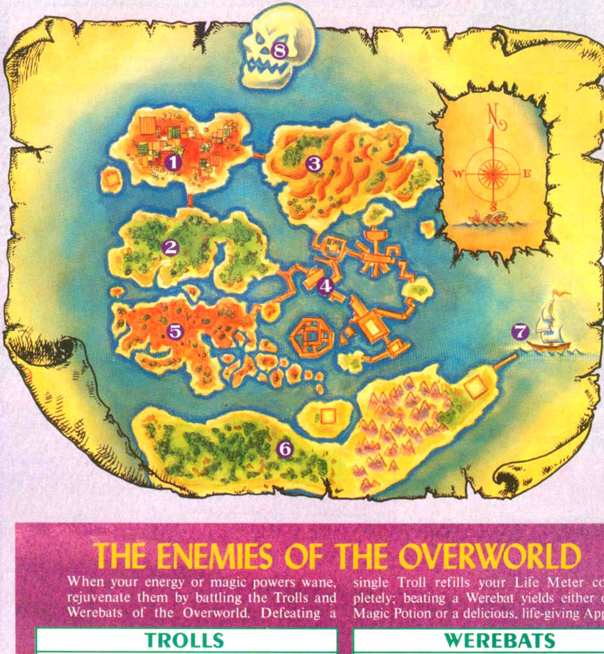
The Son of Shadax Searches for Sonia

As the curtain rises on Equinox, Shadax is held prisoner by the evil Sonia. Glendaal, the wizard's only son and an apprentice wizard himself, sets out to find Sonia's icy fortress and free his father. On his journey he learns to use magic spells and special weapons. Like Solstice, Equinox has many hidden areas and secret doors, and although the perspective takes some getting used to, it has impressive sound and graphics.



THE WORLD OF EQUINOX

Glendaal's quest begins in Galadonia, which was ravaged by storms after the departure of Shadax. There, the young wizard learns his first spell, Heal, and finds his first weapon, the Knife. He must use them to crush Bonehead, the Galadonian guardian, before moving on to more challenging regions across the bridges and beyond.



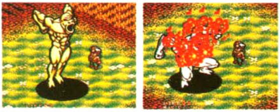
1. **Galadonia**
2. **Tori**
3. **Deeso**
4. **Atlena**
5. **Quagmire**
6. **Afralona**
7. **The Ship**
8. **Death Island**

THE ENEMIES OF THE OVERWORLD

When your energy or magic powers wane, rejuvenate them by battling the Trolls and Werebats of the Overworld. Defeating a single Troll refills your Life Meter completely; beating a Werebat yields either one Magic Potion or a delicious, life-giving Apple.

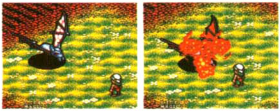
TROLLS

Go toe-to-toe with the Trolls that appear near passing clouds. When they pause, jump and fire directly at their chests, then move out of their paths before they leap forward or sideways.



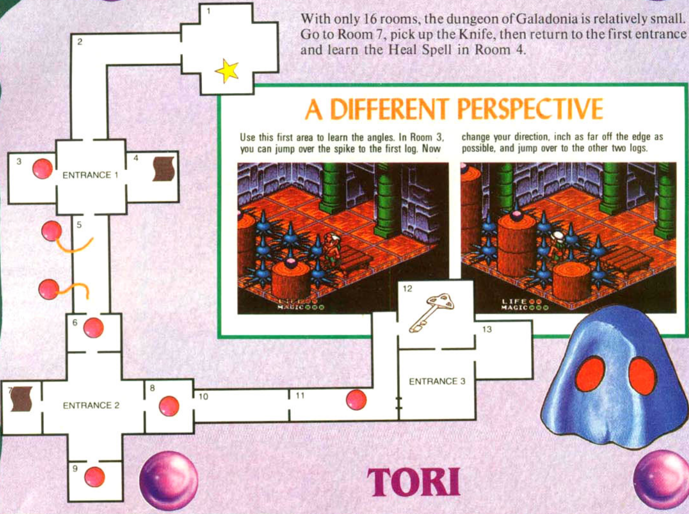
WEREBATS

At first, a single, straight-on shot will ground a bat. Later, as you get closer to Sonia's fortress, they're more difficult to beat. Stay clear of their wings and fire from the side.



GALADONIA

With only 16 rooms, the dungeon of Galadonia is relatively small. Go to Room 7, pick up the Knife, then return to the first entrance and learn the Heal Spell in Room 4.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ENTRANCE 1
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ENTRANCE 2
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ENTRANCE 3

A DIFFERENT PERSPECTIVE

Use this first area to learn the angles. In Room 3, you can jump over the spike to the first log. Now change your direction, inch as far off the edge as possible, and jump over to the other two logs.

LIFE
MAGIC

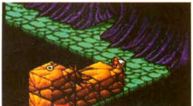
LIFE
MAGIC

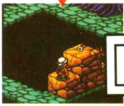
TORI

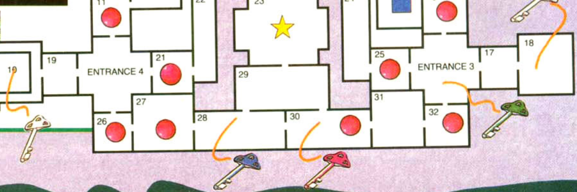
Tori's dungeon has 34 rooms and several locked doors. Try moving blocks and pedestals to reach ledges, and if something looks like it's out of reach, try jumping anyway. From your angle, sometimes you can't see the stepping-stone blocks there.

PUT SOME POWER IN THE PUSH

Push from the right. After a few seconds of shoving, the blocks will finally budge. When the block slides out on the left side, walk around and use it as a step up to the White Key.



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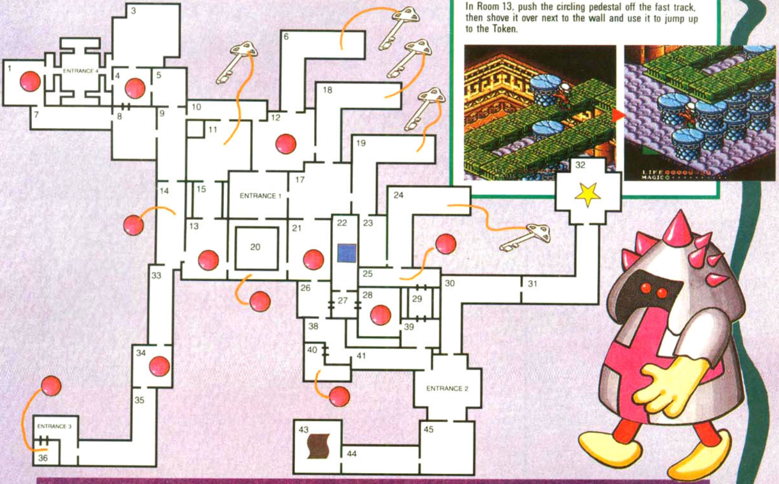
DEESO

The 45-room Deeso Dungeon has four entrances. You'll learn to carry some blocks overhead and contend with others that push you around. The guardian, Quetzalcoatl, is a real blockhead.

THE FAST TRACK

In Room 13, push the circling pedestal off the fast track, then shove it over next to the wall and use it to jump up to the Token.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ENTRANCE 1
ENTRANCE 2
ENTRANCE 3
ENTRANCE 4

BIGGER DUNGEONS, BIGGER CHALLENGES

When you close the door on Quetzalcoatl, you're done with the easy part of the game. The five dungeons that remain become more and more complex—Death Island Dungeon has 107 difficult rooms. As you go, you'll find weapons and learn spells that make it possible to overcome the greater challenges you face. Make a map, mark your progress, and exit often to save your game.

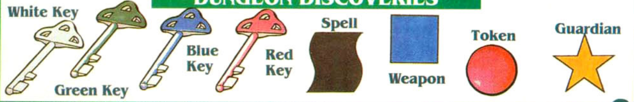
ATLENA

QUAGMIRE

AFRALONA

THE SHIP

DUNGEON DISCOVERIES


White Key
Green Key
Blue Key
Red Key
Spell
Weapon
Token
Guardian

JIMBO JAMS

Jimmy Conners racquets up another winner. PAGE 35.

THE SPORTS

THE CHOICE OF CHAMPIONS

Thoreau D. Ball

In the Dark Ages, before the arrival of the Super NES, we sports fans had to content ourselves with simplistic attempts to recreate our favorite sports electronically. Stiff, side-view characters with unrealistic controls left us as frustrated as a surfer in the desert. We thirsted for a better sports game platform. Then came the dawn of the Super NES Age. No other system can plunge you into the heart of the action with superior 3-D perspective graphics, extended color palette and Mode 7 effects. In little more than one year, Super NES developers have already created 50 sports titles, many of which set new standards of excellence. The golden age is here, friends. It's time to strap on your thumb pads and get into the action.

ON THE SPOT SPORTS

BASEBALL Nolan Ryan's Baseball • Super Bases Loaded • Super Baseball Simulator 1.000 • Extra Innings • Super Batter Up • Cal Ripkin Jr.'s Baseball • Roger Clemens MVP Baseball

FOOTBALL John Madden's Football • John Madden Football '93 • Super Play Action Football • NFL Football • MVP Football • Pro Quarterback • Super High Impact

SOCCER Super Soccer • Super Soccer Champ • Goal! • World League Soccer

BASKETBALL Bill Laimbeer's Combat Basketball • Bulls vs. Blazers • NBA All Star Challenge • NCAA Basketball • Tecmo's NBA Basketball

HOCKEY NHLPA Hockey '93 • Hit The Ice

TENNIS Amazing Tennis • Jimmy Conners Pro Tennis Tour • Super Tennis

GOLF Jack Nicklaus Golf • True Golf Classics: Waialae CC • True Golf Classics: Pebble Beach • Hole In One • PGA Golf • The Irem Skins Game

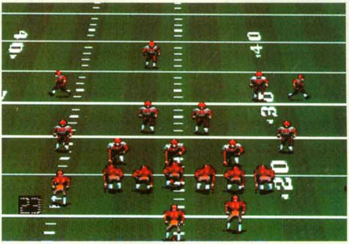
RACING Super Off Road • RPM Racing • Top Gear • F-Zero • F1-ROC • Super Mario Kart • Test Drive 2: The Duel • Road Riot • Race Drivin'

OTHER California Games II • Best of the Best Karate • George Foreman's KO Boxing • TKO Super Championship Boxing • Super Bowling • Super Black Bass • WWF Super Wrestlemania

JOHN MADDEN FOOTBALL '93

A NEW LINEUP OF OPTIONS DRAWS

By Electronic Arts

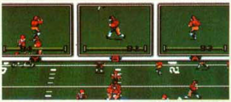


Good vision from behind the quarterback makes control in Madden '93 a snap.

SAN MATEO, CA—It's third and eight with two minutes left. Do you go for the big play, maybe a Deep Out pattern from the Shotgun, or do you call a conservative Off-tackle run? The huddle breaks and the team lines up. At the sound of your audible, the middle linebacker shifts into a hole. Will he blitz? You take the snap and step back into the pocket. The sound of bone crunching in the trenches fills the stadium. Quickly, you check off your three receivers, then throw down the sideline for a perfect reception. The crowd goes nuts and so will most football fans when they plug into the action of John Madden Football '93.

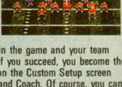
MADDEN RETURNS

Madden '93 is easy to play and has the feel of the real game. The biggest change is the addition of the best Super Bowl teams of all time and new play options. On the passing plays, receivers automatically run precise

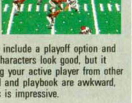


When you push the B Button after the snap, you get three windows showing your receivers. Just pick the open man and pass.

FUTURE FOOTBALL



SANTA CLARA, CA—Capcom's MVP Football takes a unique approach to the game. You are put into difficult situations, say third and 20 at your own two yard line with two minutes left in the game and your team trailing by 11 points. If you succeed, you become the MVP. Various options on the Custom Setup screen include Semi-pro, Pro and Coach. Of course, you can also play regular games with one or two players.



BUFFALO GROVE, IL—Konami's pigskin contender is NFL Football, featuring Mode 7 rotation. During a pass, the view changes from sideline to in front of the receiver. Other features include a playoff option and passwords. The large characters look good, but it isn't easy distinguishing your active player from other players. The scoreboard and playbook are awkward, but the variety of plays is impressive.

SCENE

HOCKEY HEAVEN

NHLPA Hockey '93 promises the best action on the ice this side of the Arctic Circle. PAGE 34

SCORES BIG PAKed CROWDS

routes. On rushing plays, clearly defined characters make it easy to follow your blockers. The only problem is the awkward process of play selection.

DEFENSE AND MORE

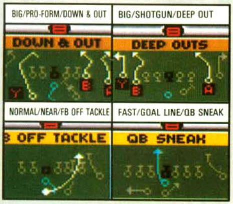
MONSTER BLITZ

The best teams use aggressive defenses. John Madden '93 also includes an Attacking option. Create an eight-man front by using the Goal Line formation. The excellent balance of offensive and defensive control makes Madden '93 ideal for two players. The historical teams add an even deeper dimension. Imagine the "what ifs?" What if Miami '72 met up with Chicago '85? Now you can rewrite history.

IT'S A WRAP

If you want a true football experience, but you don't want to waste precious hours learning complex control sequences, John Madden Football '93 is just the ticket. Really the only thing missing is an option to play an entire season. Who knows, maybe next year.

POWER PLAYS



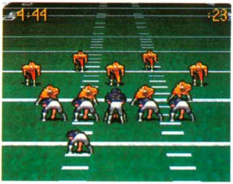
PRO QUARTERBACK ARRIVES

BIG PLAYS, BIG PLAYERS

By Tradewest

CORSICANA, TX–Let's face it, in video football, the only position to play is quarterback. That's what Tradewest set out to focus on in Pro Quarterback. The behind-the-QB view puts you close to the action–a real plus. Passing is easy to learn and offers good control for both QB and receiver. The playbook concentrates on basic plays, which can be oriented to either side of the field. The play diagrams are easily read, but there is no way to hide your play selection from your opponent. Like Madden '93, Pro Quarterback doesn't have a season option. On the other hand, it is a fun two-player game that you can learn in a very short time. Standout features on Pro Quarterback include variable length of quarters, from two minutes to 15 minutes, six choices of playing surfaces including mud and snow, 28 teams, and excellent sound effects. Watch out for the over-the-middle pass. It seems the computer defense can read your mind and usually winds up making an interception. The great halftime stats are another plus. When you add it all up, Pro Quarterback is a solid choice for two-player fun, but it probably isn't the game for technical football fanatics.

> **"The behind-the-QB view puts you closer to the action than any other football game to date."**



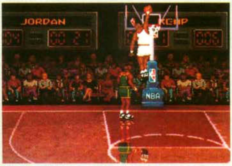
The big figures are great on pass plays, but they tend to blur together at the line of scrimmage on running plays.

HOW THE COMPETITION STACKS UP	SEASONS (BATTERY PACK)	DISGUISED PLAY CALLING	TWO PLAYER OPTIONS	NUMBER OF PLAYS	
				OFF.	DEF.
JOHN MADDEN (ORIGINAL)		●	●	51	51
SUPER PLAY ACTION FOOTBALL	●	●	●	60	24
JOHN MADDEN FOOTBALL '93		●	●	55	71
PRO QUARTERBACK			●	52	36

NBA ALL-STAR CHALLENGE

By LJN

OYSTER BAY, NY—Here's your shot to join the ranks of the Dream Team. Take on the best players from each NBA team in any or all of five basketball challenges: One-On-One, Free Throws, Three Point Shootout, Horse, and the One-On-One Tournament. These are all games of skill, so once you've mastered shooting, you'll walk over the competition.



Some of the graphic elements in NBA All-Star, like the reflections of players in the court, are stunning.

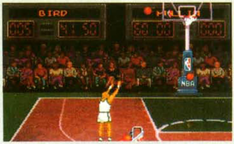
WHO'S THE BEST?

With a top star from each of the NBA's 27 teams, NBA All-Star Challenge lets you pick your favorite player and challenge any other all-star. So who's the best? That's up to you. Each player certainly has his own skills, but once you choose him, you're in control of those skills. As for control, shooting baskets is a matter of timing. Release the ball at the top of your jump. Defensive skills like shot-blocking come into play during the One-On-One matchups. It's easy to jump out of position when blocking, so be careful to wait until the shooter jumps before going up to block the shot.

> **"The inside shot is definitely your best chance to score."**

In Horse, the fancier the shot, the better in this classic schoolyard game. Practice long shots to prepare for your match. In the Three-Point Shoot Out, you have five shots from five locations.

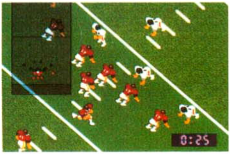
In the One-On-One game, you can have the match length determined by time or points and you choose Winner Outs for an extra challenge. The action can be fast, but player control is awkward, especially on defense. The inside shot is definitely your best chance to score. Try this as a two-player contest for peak excitement.



SUPER PLAY ACTION FOOTBALL

By Nintendo

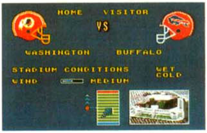
REDMOND, WA—This mega-Pak from Nintendo has been taking punishment on the field for an entire season now, and it seems to be holding up fine. What sets Super Play Action apart from the crowd is the number of features including three levels of difficulty (High School, College and NFL, plus Normal and Beginner options), Battery-backed-up memory to keep track of seasons, more than 60 offensive plays, substitution of players, real NFL teams and logos, radar screens and more. The game even comes with its own 32-page Playbook to help you make tough coaching decisions. Super Play Action Football is so deep that certain aspects of it are quite complex. For example, learning to pass can take a lot of practice. You have to know the passing routes almost as well as a real QB. This is not a game for the terminally impatient.



The Blimp-cam view from overhead shows an angled slice of the field.

LEADING THE LEAGUE

In Super Play Action Football, you can play as much football as you can handle. Choose a college team, and try to climb to the top of the national rankings. Although the college teams are fictional, they do represent many of the strengths and weaknesses of real teams. In the NFL, you'll play a full season. Each team has a playbook of 32 offensive and 16 defensive formations suited to the style of play of the real NFL team. If you have a good season, get ready for a brutal post-season campaign.


HOME VISITOR
VS
WASHINGTON BUFFALO
STADIUM CONDITIONS WET COLD
WIND MEDIUM

Real teams add a winning touch to Super Play Action Football.

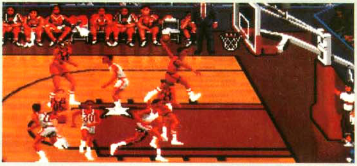
GIGANTIC OPEN TO PUBLIC
TENT SALE
JIM'S SPORTS EQUIPMENT
EVERYTHING MUST GO!
LOOK AT THESE PRICES
REMOTE CONTROLLED GOLF BALLS $7.99
MR. LEE'S PRESS ON TEETH $19.99
VELCRO BASEBALL GLOVES $34.95
HYDRAULIC PUMP BASKETBALL SHOES $79.99

BULLS VS. BLAZERS

By Electronic Arts

SAN MATEO, CA—It's been a long time in the making, but Bulls vs. Blazers and the NBA Play-offs is finally here. EA uses its proven formula of game options including two-player, pre-season, regular season and play-offs, plus passwords and customized length of quarters. The action takes place on a horizontal court with real players and teams, which is a definite strength of the game. The graphics also look sharp, especially the close-up animations.

MARQUEE MOVES



One star player from each team can take a spectacular Marquee Shot, given the right conditions. The only problem is that it is often difficult to identify players because their jersey numbers are usually illegible. Unlike some basketball games, Bulls vs. Blazers does not utilize set play formations.

Defensive play is a nightmare in Bulls Vs. Blazers until you adopt a simple strategy. Stay under the basket and challenge anyone who comes near you with the ball. The problem with standing under the basket, however, is that sometimes the opposition has a good outside shooter. You also have to be careful of being too aggressive. The refs are whistle-happy, and they'll be all too glad to send your top stars to the bench.

Basketball is probably the most difficult sport to reproduce electronically on a video game format due to the constant, shifting motion. Bulls Vs. Blazers succeeds best in providing the basics. You get real NBA teams and players. What you don't get is realistic play. Casual hoopsters will find it easy to learn, but to master the subtleties of Marquee shots and substitutions will take time.

> **"Stay under the basket and challenge anyone who comes near you with the ball."**

OFFENSIVE STRATEGIES

1 Feed the ball to a player under the basket for an easy, high percentage shot. Finding the open man can be tough.

2 Fake the defense by quickly tapping the A Button. Your opponent will jump and come down out of position. That's the time to shoot.

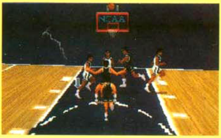
3 The Marquee Shot is tricky because you can only shoot it when the right player has the ball, and it is hard to identify players.

4 Get the ball to your best shooters by stacking the offense. Substitute your best shooters, then go for the three-point shot.

THE ROAD TO THE FINAL FOUR

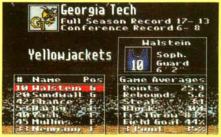
By Nintendo

REDMOND, WA—The art in "state-of-the-art" begins with NCAA Basketball from Nintendo and Sculptured Software. How do you match the excitement of college roundball? NCAA Basketball makes it look easy. You stay in the action using Mode 7 rotation and scaling. You put in the hottest teams in the country. You let them play the regular season, then head to the play-offs.



The behind-the-player view has revolutionized the way video sports fans will think about future games. Why? Because it feels real. Period.

This is true basketball with play calling, stats, coaching, aggressive defense and skilled offense. It may sound like a commercial, but the truth is they just don't get any better than this.



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Georgia Tech
Full Season Record 17- 13
Conference Record 6- 8

Yellowjackets          Walstein
                    10 Soph.
                       Guard
                       6' 2"
# Name        Pos   Game Averages
10 Walstein    G    Points      25.9
20 Sundwall    G    Rebounds     5.6
42 Chance      F    Steals [illegible]
[illegible]         Blocks [illegible]
40 Yash        F    Fr. Throw [illegible]
45 Mullins     F    Field Goal  44%
33 [illegible] F    3 Point [illegible]
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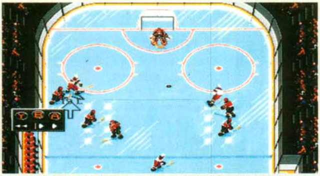
NHLPA HOCKEY '93

By Electronic Arts

SAN MATEO, CA—If anyone is dedicated to sports, it's EA with their EA sports lineup. The newest, and maybe the best, is NHLPA Hockey '93. The EA team that designed NHLPA captured the fast but flowing nature of real pro hockey in a deceptively simple looking game. Standard EA sports features include play-off mode, two-player action, instant replays and a password feature.

The PA in NHLPA stands for Players' Association, not Pennsylvania or your dad. What that means is that the characters in the game are derived from the real rosters of pro hockey teams. The teams themselves are ranked in ten categories including Shooting, Skating, Passing and Checking, so you can compare team strengths and weaknesses before you face-off. You also have the option to restrict penalties, allowing players to check and fight freely without being sent to the box. If you choose to play by the official rules of hockey, be sure you know what is meant by terms such as "icing."



The rink is larger than the screen—two screens wide by three screens tall.

HOCKEY IS POWER

Some players think that fighting is the essential element of hockey, but if you do away with penalties, you lose one of the most important strategic aspects of the game—that of the power play in which one team has an extra-player advantage. NHLPA gives you the chance to have it all, either with an all-out brawl or a tightly refereed match.

CHI
2
NY
2
Penalty
Penalty
PRO SET

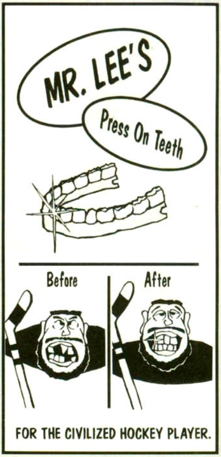
HIT THE ICE, OR ELSE!

By Taito

WHEELING, IL—From true hockey action we move to comic hockey action with Taito's Hit The Ice. This is really more of a street fighting game on ice. The Video Hockey League holds its matches in narrow rinks with teams of one goalie and two other players. Animation on the large characters is fun, especially when they tangle, but the actual play has about as much to do with hockey as Looney Tunes.

So what's the point of Hit The Ice? Hitting the other guy is the main strategy. In such a narrow rink, it's virtually impossible to skate away from your opponent, so you must duke it out. You'll have a choice of teams, each with players who specialize in some super checking moves. Scoring isn't easy. The Goalie is two-thirds the width of the goal, making it difficult to slip a shot past him. If you succeed in scoring, the animation is great. In the tournament mode it is absolutely essential that you do score, since winning is a requisite of reaching the championship. As a two-player game, Hit The Ice can be fun, but if you are interested in playing real hockey, then stay away from this Pak, because the ice is just too thin.

"This is really more of a street fighting game on ice."

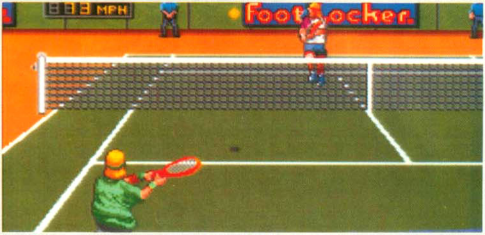


A DOSE OF AMAZING TENNIS

By Absolute

GLEN ROCK, NJ—What is most amazing about Amazing Tennis is the care that went into the programming of the animation. The moves you see on the screen are the same moves that tennis coaches around the world struggle to teach their students. Footwork, for instance, is essential in setting up a shot, and Amazing Tennis will show you how it's done. Credit the low-to-the-court, behind-the-player view for drawing you in. The control interface also adds to the true feel of the game. But this game is not a teaching program. It is a true sports game with a 15-player tournament mode or single matches against any of the players.

> **"What is most amazing about Amazing Tennis is the care that went into the programming of the animation."**



Great animation and interesting perspectives make Amazing Tennis a challenge for the true tennis nut.

THE DARK SIDE

Next up is perspective, which is superior when you are on the near side of the court and awkward on the far side of the court. Not that it is impossible. It's just that you'd probably not have much fun serving from the far side of Amazing Tennis—sort of the tennis equivalent of being on the dark side of the moon.

David Crane, who designed Amazing Tennis, knows of what he speaks when it comes to tennis and video games. His goal of creating a real tennis environment, right down to the digitized sound of the umpire's voice calling the score, is largely successful and makes the game fun to play, especially for people who love the pure sport of tennis. It puts you right on center court.

JIMMY CONNERS PRO TENNIS TOUR

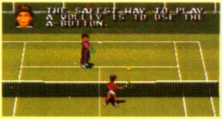
By Ubi Soft

SAUSALITO, CA—When one of the greatest tennis stars of all time puts his name on a video game, people take notice, and with Jimmy Conners Pro Tennis Tour it is well that they should. This game caters more to the casual tennis player than Amazing Tennis. The action itself ranges from a superior training mode to worldwide tournament play. Your options include playing singles or doubles, six types of court surfaces including a whimsical court in an Antarctica blizzard, and passwords for continuing the pro tour.

TENNIS 101

Inexplicably, Jimbo doesn't do the teaching honors himself. Five fictional coaches demonstrate Service, Net Play and other techniques. If you're into gain without pain, try the Easy Control option that moves your player into position. All you have to do is swing the racquet. It doesn't get any easier than that.

Tennis is not just a game, it's also a spectacle, and for those players on tour, it's a way of life. Once you've mastered the basics, go on tour to exotic locations around the globe. You can compete at Amateur, Intermediate and Professional levels of play. If you win, you'll earn points and step up on the rankings ladder.

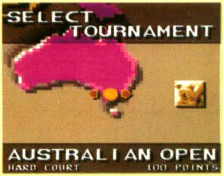


THE SAFEST WAY TO PLAY A VOLLEY IS TO USE THE A-BUTTON.

Practice your Service and Net Play with professional trainers.

TOP SEED

Jimmy Conners Tennis is a game everyone can enjoy. Climbing the ladder of success in the tournament circuit is particularly fun. On the other hand, there is no two-player option, the graphics are cartoon-like, and the only pro in the game is Conners. Too bad he doesn't go up against Agassi or McEnroe. Still, there are enough options and fun in this game to keep the ball bouncing for a long time.



Earn victory points and move up the ladder to number one.

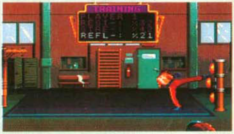
BEST OF THE BEST

By Electro Brain

SALT LAKE CITY, UT—Tournament karate made its debut recently on the Super NES with Best of the Best Championship Karate from Electro Brain and French developer, Loriciel. Don't confuse this game for the movie of the same name; there's no connection. Although karate may not be a main-stream sport, the action involved in this martial arts contest requires practice and skill just like more familiar sports. One of the great things about Best of the Best is the variety of kicks and punches available. It's up to you to choose the moves you'll take into the ring. Other options include Preview (your opponent), Training, Alter Look and, of course, the Match.

> **"...the action involved in this martial arts contest requires practice and skill."**

You won't begin your karate career at the top. Getting there will take victories in the ring and a meticulous regime of training. Build up strength, resistance and reflex in the three training activities of Sparring, The Bag and Kick Pads. You'll increase your skills faster the first few times you train than in later sessions.

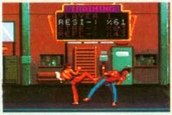


Improve your basic strengths through extensive training.

THE SECRET KUMATE

After the relatively safe and refereed challenge of the tournament comes a darker challenge—the Kumate. The Kumate is a no-holds-barred series of karate challenges. Win five regular tournament matches to get there, then face five more superior fighters in the Kumate. If you win at this top level of competition, the rewards will be great. But if you lose, you'll lose big. Unlike regular matches, you can't choose your opponent, nor can you examine his record. Use your full repertoire of moves during the match. Even though there is no referee, you will win on moves if neither fighter is KOed.

> **"The Kumate is a no-holds barred series of challenges."**



Pretrain for Kumate before you reach the final regular match.

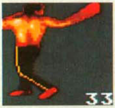
Build up your attributes in training sessions before you reach the Kumate. Once there, you will not have the chance for further training. There is a second way to increase your attributes, and that is through winning. Tough matches that result in victories will increase your Strength, Reflexes and Resistance. This means that you can get stronger during the Kumate, but these fighters are truly the best of the best.

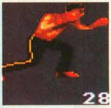
THE MOVES

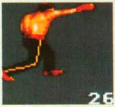
Great animation and a huge variety of kicks and punches—55 in all, of which you can take 13 into the ring—are the heart of the action. Customize your moves, then use as many of them as possible during a match. If you don't get a clean knockout, you'll be judged by how many moves you used.

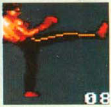
BEST OF THE HITS

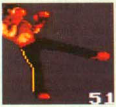
Look for the top moves shown below as you flip through the screens.

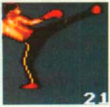










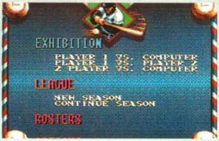


CAL RIPKIN'S BIG D

By Mindscape

NOVATO, CA–Some players ask "How many baseball games do we need for the Super NES?" while others suggest that until someone gets it right there will be room for new titles. Make room for Cal Ripkin Jr.'s Baseball from Mindscape. This game does a number of things as well or better than any other baseball game, but it isn't perfect, either. Options include passwords, Zoom Windows On/Off, league play or exhibition for one or two players. All the basics. The fact is that Cal Ripkin Jr. is a no frills Pak. The emphasis is on baseball, period.

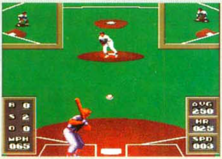
> **"This game does a number of things as well or better than any other baseball game..."**



Most impressive is the speed of the throws, whether they come from the outfield or infield. The ball doesn't take several years to reach the infield from deep center like so many other games. Double plays are very possible, and even triples. As for hitting, you can swing low, high, or flat. Just as in the real game, though, you have to have a good eye. The only real flash in the game comes when you hit a home run. An animated sequence takes over as you run the bases.

SLOW PITCH

On the downside, unless you choose Baltimore, Cal himself doesn't really enter into the game. Much worse, Mindscape didn't include all the major league cities, which is pretty disappointing. As for the actual play, the only fault is the slow speed of the pitching, which is pretty weird considering how fast everyone else hurls the ball. Cal Ripkin Jr.'s Baseball is designed for players who like the true feel of baseball without gimmicks.

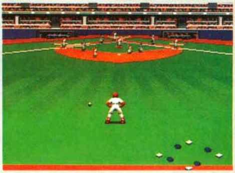


Realistic looking players take the field in Cal Ripkin Jr.

ROGER CLEMENS MVP

By LJN

OYSTER BAY, NY–From the same people who developed NCAA Basketball at Sculptured Software comes Roger Clemens MVP Baseball for LJN. In addition to all the standard features including major league play with passwords, one- or two-player options, etc. expect some novelty. The view switches dramatically as soon as the ball is hit, from behind the plate to behind the nearest defenseman in line with the ball. What this means is that you are switched to a view where you can really control your infielders and outfielders. The perspective is low to the field to add to the sense of reality. The switch takes a little getting used to at first, but very soon it will feel quite natural. The pitching, as you might expect from a Roger Clemens license, features excellent control.



Changing perspectives set Roger Clemens MVP apart.

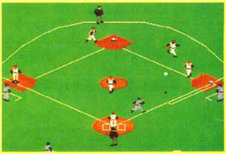
SUPER BATTER UP HAS IT

By Namco

SANTA CLARA, CA–What does Super Batter Up have? How about all the major league players for starters, full league play from the creators of RBI Baseball, and a world-wide reputation as a winner.

The Japanese version of Super Batter Up, has been a multi-million copy seller in Japan due to its level of detail. From great animation to solid play control, Namco has done the job. Take, for example, the animation of a base runner kicking up a cloud of dust when he slides into third, or the manager gesturing at the ump after a questionable call.

The views from behind the plate and the overhead view of the infield are great. You always know where the ball is and which player is under your control. Not so great is the fact that you can't always tell from the shadow how far into the outfield a ball will fly, but in general, defense is simply a matter of playing smart and reacting quickly. The final word is that this is real baseball with the best players in the game and the right options.



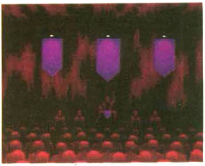
FIREPOWER
2000
TM

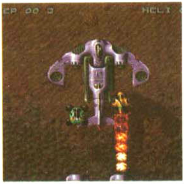
On a routine test flight, a prototype fighter jet drops out of radar contact and disappears. This is not the first time a sophisticated military weapon has vanished . . .

© 1992 The Sales Curve Ltd.

BY LAND OR BY AIR

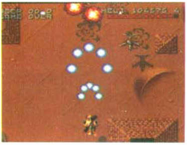
It turns out that an underground race is stealing and stockpiling top secret weapons from World Superpowers. No one is exactly sure how the weapons are stolen. What they do know is that all of the thefts occur in an instant with a blinding flash of light. This sinister army was tracked down when an apparent malfunction in their base's cloaking device allowed their location to be approximated. The base has been tracked to a volcanic island in the mid-Atlantic. You have control of the only military vehicles capable of penetrating the base, and you're just the person to tackle this dangerous task!





SPECIAL WEAPONS INTERDICTION VEHICLES

Sunsoft's Firepower 2000 is an extremely difficult game. Be prepared for an all-out struggle if you decide to pop this one into your Super NES! However, because you can choose between two powerful vehicles and because it has a two-player simultaneous option, it's a blast to play!



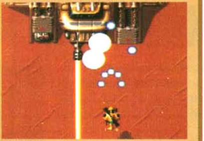
The vehicles are controlled differently. We suggest using the Jeep.

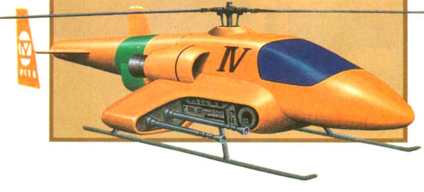
Each vehicle has use of the same weapons. You'll begin the game with Bullets, Flame and Plasma. The Laser and Ionic weapons will be added to your arsenal along the way.

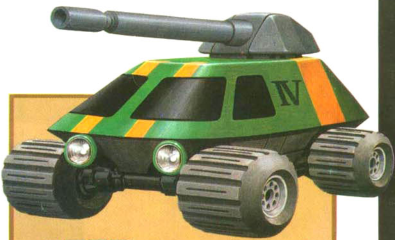
HELICOPTER

The main advantage of the Helicopter is its speed. It's faster than the ground-pounding Jeep. However, it has a major drawback. It can fire its weapons only forward. Enemies approaching from other directions will pose a serious threat.

The Helicopter can cover territory quickly, but airborne enemies can come in from the sides. Avoidance is the best tactic.

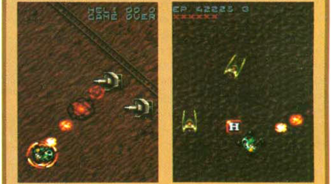






JEEP

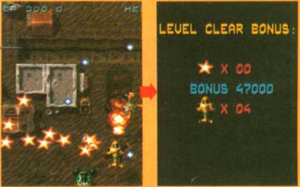
The advantage of the Jeep is that it can fire its weapons in eight directions. Its rugged suspension allows it to make short jumps. Because of its versatility, the Jeep is the recommended vehicle.



Holding the Fire Button down locks the Jeep's cannon into one position while allowing you to drive in any direction.

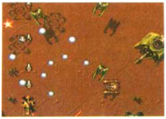
STAR POWER

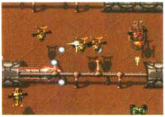
Earn stars by defeating major enemies. Get them to earn Bonus Points at the end of each stage. Extra lives are awarded at 50,000 points, 100,000 points and every 100,000 points thereafter.

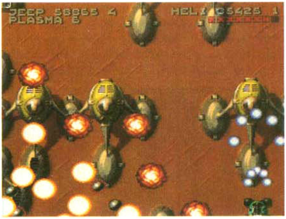


THE DESERT

Let the attack begin! The outer regions of the enemy base aren't very well developed. Shoddily-built storage sheds and crude trenches are some of the obstacles that the Jeep will have to contend with. Even though each stage scrolls vertically, the actual combat zone is about one and one half screens wide. Make sure that you travel to the left and right extremes as you progress to avoid missing valuable Item Pods.



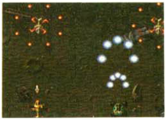


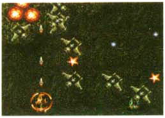


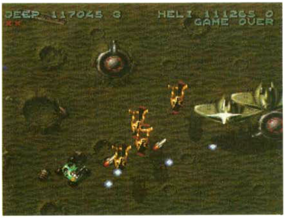
Blast the green energy transformers to cause a Star to appear. The Plasma weapon works great.

THE JUNGLE

Giant tanks and an armada of enemy aircraft will be waiting for you and your vehicle in the lush jungle environs. By this time, you should have amassed a substantial number of Special Weapons. Difficult situations are bound to occur here because ships will come at you from the front and the diagonals at the same time. Fire off one of your Special Weapons to help you escape these intense situations.



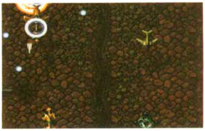


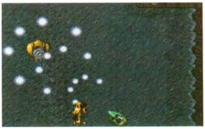


Keeping the Jeep's turret locked and firing in a diagonal direction is a good strategy here.

THE RIVER BED

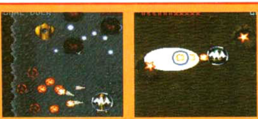
When you reach the dam in the River Bed stage, the Jeep undergoes a transformation. It changes from a land vehicle into a boat. You'll have to adjust to the control of the boat, as it differs from the Jeep's. The boat is a bit faster and, as most boats do, it drifts off in the direction it's travelling. You'll have to be a bit more active on the directional control.



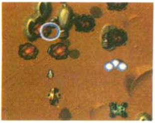


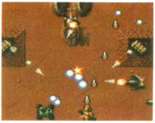
SHIELDS

Blasting a Red Mine will make a Shield appear. It has two specific properties that will protect you, one offensive and one defensive. Don't pass them up.

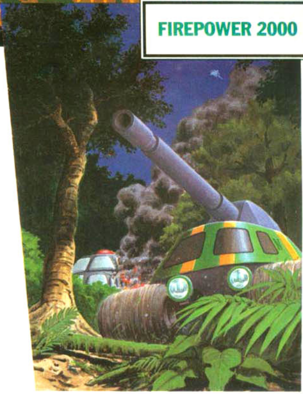


You'll be invincible for 12 seconds with the Shield. An enemy-destroying blast occurs if you shoot a Shield.



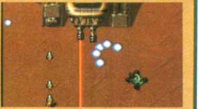


Stay to one side or the other in this area so you won't get caught in the crossfire of the missile launchers.

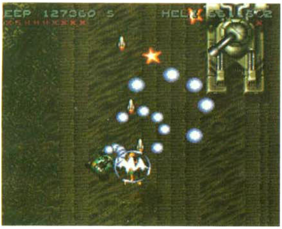


DESERT FORTRESS

Concentrate your fire on the twin laser turrets on the front of the fortress. Don't get in front of them, though! The tanks that come out of the fortress will fire a single homing missile at you.



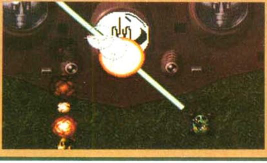
Blast the laser turrets, but be prepared for return attacks from within the fortress.



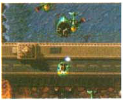
Destroying one of the tanks will yield a Star. A few seconds of constant fire should be enough to do them in.

LASER INSTALLATION

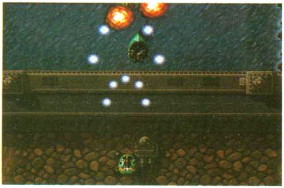
If you acquired the Laser weapon from a pod in the jungle, use it against the three laser turrets at the end of the stage. Fire at the opened turrets from a diagonal direction ONLY!



The Jeep is able to move into prime position and take advantage of its diagonal firing ability.

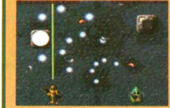


The dam is the transitional location. The weapon abilities are exactly the same in the Boat, but the control changes a bit. Be prepared to be more precise with your movements.

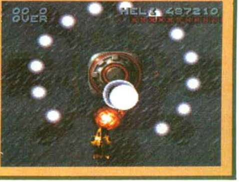


UNDERWATER STATION

You can take out the pods that surface around the station's core, but it's really the core that you're after! Use your most powerful weapon and move in close to score many direct hits.

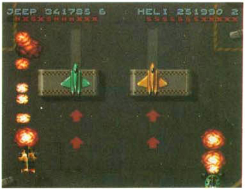


Move quickly through the gap in the circling energy ring. It's the only way to avoid being destroyed by it. Fire repeatedly on the station's core.



MILITARY AIR BASE

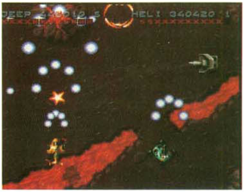
Upon arriving at the underground force's military air base, you'll leave your vehicle behind on the runway and take over the controls of a supersonic Jet Fighter. The control of the Jet is the same as that of the Helicopter. You'll only be able to fire in a forward direction. A giant air ship at 30,000 feet is your main target. Avoid the spinning rotors. Concentrate your fire at the drive shaft of the last rotor.



Here's the vehicle transition point. Take to the unfriendly skies in a Jet Fighter!

THE VOLCANOES

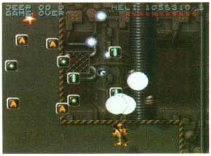
The fifth action-packed level in Firepower 2000 is not particularly long, but it has a lot of hazards. The underground forces appear to be tapping into the violent power of the volcano. Lava and molten rock will be flying everywhere! This stage may be more difficult for the Jeep. It will have to leap over small lava flows and cross larger flows on grate-like platforms. You'll find the powerful Ionic weapon in several Item Pods.

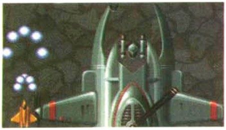


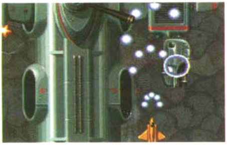
The Helicopter has no problem with lava flows, but the Jeep must find places to cross.

ENEMY COMPLEX

Here, in the sixth and final stage, you'll find the brain of the military's defense network. That is, if you're lucky enough to make it through to the end! The enemy forces will throw everything they've got at you. The narrow passages of the base's infrastructure will force the Jeep to follow certain paths. Be prepared to leap at any time. Don't be shy about using your Special Weapons, either.



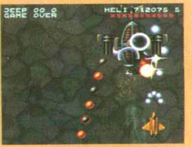


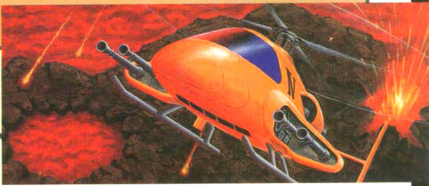


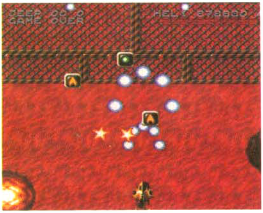
Blast the detaching guns with one of your Special Weapons to take them out.

MAIN ROTOR

The main rotor at the end of the ship detaches and becomes a ship itself! It will fire heat-seeking missiles and fire balls. Fire constantly while avoiding the missiles. Shell it with several Special Weapon blasts.



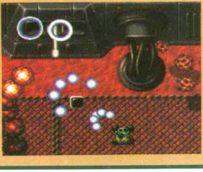


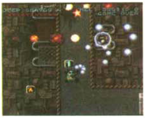


After blasting an Item Pod open, pick up all of the Ionic Weapon tokens that come out to increase the power of this potent weapon.

VOLCANO BLOCKADE

A lone flamethrower guards the blockade at the end of Stage 5. This is your target. Avoid the flames and pummel the fire gun. Use your peripheral vision to detect the flying volcanic rocks that come in from the sides.



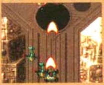


The narrow passageways in the enemy base are lined with powerful flamethrowers. If you're using the Jeep, shoot diagonally to take them out of commission.

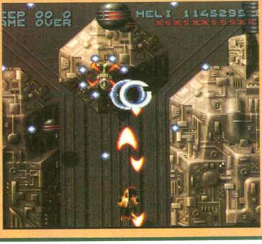
JEEP 00 0
GAME OVER
HELI 1094066 5

CENTRAL CORE

Your main objective is now targeted. Use your most powerful weapon to blow the cover off of the core. Watch out for tanks approaching from the rear.



After the core cover has been blown off, you'll need to launch an extra-special Special Weapon that you can obtain only in this area.



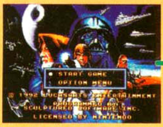
CLASSIFIED INFORMATION

SUPER STAR WARS

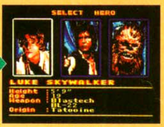
FROM AGENT #126

Stage Select and More!

The Force will be with you when you key in a versatile code for this hot title. It allows you to select stages, add lives in reserve and much more. When the Start Game and Option Menu entries appear on the opening screen, press the controller buttons in the following order: A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. Once the code is entered correctly, you'll hear the sound of a Jawa. If you haven't heard the sound, turn the power off, then on again, and enter the code once more. The first visible sign that the code has been entered correctly is a screen which allows you to choose from any of the game's three heroes.


START GAME
OPTION MENU
© 1992 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

Press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B again.

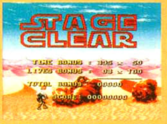

SELECT HERO
LUKE SKYWALKER
Height :5'9"
Age :19
Weapon :Blastech BL-22
Origin :Tatooine

When you start the game, you'll be able to choose from three heroes.

When the action begins, you can instantly clear any stage from any point by pressing the Start Button on Controller II. The "Stage Clear" message will appear, your points will be tallied and you'll move on to the next stage.

LUKE
SCORE:
TIME:
BLASTER

Press Start on Controller II.

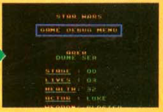

STAGE CLEAR
TIME BONUS
LIVES BONUS
TOTAL BONUS
SCORE

The stage will end instantly.

If you'd like to change the conditions even more, press the L and R Buttons on Controller II simultaneously. The Game Debug Menu will appear. Here you can select any stage of any area, build up to 99 lives in reserve, add to your character's health meter, change the current hero and select one of several powerful weapons. Once things are to your liking, press the Start Button to begin again. You'll warp immediately to the desired area.

LUKE
SCORE:
TIME:
BLASTER

Press L and R on Controller II simultaneously.



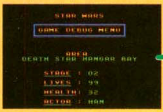
STAR WARS

GAME DEBUG MENU

AREA
DUNE SEA

STAGE : 00
LIVES : 03
HEALTH : 32
ACTOR : LUKE

The Game Debug Menu will appear.



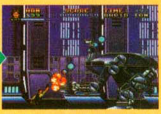
STAR WARS

GAME DEBUG MENU

AREA
DEATH STAR HANGAR BAY

STAGE : 02
LIVES : 99
HEALTH : 32
ACTOR : HAN

Change the conditions as you like them.


HAN
SCORE:
TIME:

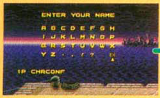
You'll be able to start again anywhere in the game.

RIVAL TURF

FROM AGENT #912

Custom Characters

By knowing a special code word, you can change the names of all of the characters in this street fighter. Once your game is over and you have a chance to enter your name, key in "CHRCONF" as it is shown in the photo below. The Character Name Configuration screen will appear, showing the names of the game's fighters. Change these names to monikers that are more familiar to you. Then start the game again and fight through the streets with newly named characters.

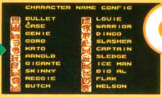


ENTER YOUR NAME

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z - . / ?

1P CHRCONF

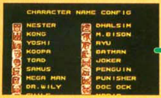
Key in "CHRCONF" as your name when the game is over.



CHARACTER NAME CONFIG

BULLET	LOUIE
CASE	WARRIOR
GENIE	DINGO
GORO	SLASHER
KATO	CAPTAIN
ARNOLD	SLEDGE
GIGANTE	ICE MAN
SKINNY	BIG AL
REGGIE	FLAK
BUTCH	NELSON

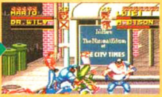
A list of character names will appear.



CHARACTER NAME CONFIG

NESTER	DHALSIM
KONG	M.BISON
YOSHI	RYU
KOOPA	BATMAN
TOAD	JOKER
SAMUS	PENGUIN
MEGA MAN	PUNISHER
DR.WILY	DOC OCK

Change the names to your liking and press Start.



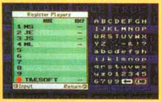
You'll be able to create an unlikely meeting of familiar characters.

TRUE GOLF CLASSICS PEBBLE BEACH GOLF LINKS

FROM AGENT #423

T&E Tricks

This True Golf Classic from T&E Soft is built with a trio of tricks connected to the name of the company. By entering "T&ESOFT" in the tenth spot on the registration screen, you'll be able to perform these tricks. The first one allows you to go directly to the main menu when you reset the game. Press and hold Left on the Control Pad along with the L Button, then press Reset on the Control Deck. Other tricks let you skip to the game's credits and trophy ceremony. If you press and hold Up on the Control Pad along with the L Button, then press Reset, a picturesque scene and the credits will surface. If you press and hold Down on the Control Pad along with the L Button, then press Reset, the trophy will appear.



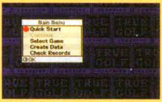
Register Players

1 MS
2 JE
3 JS
4 ML
5
6
7
8
9
T&ESOFT

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z . - & ! ?
a b c d e f g h
i j k l m n o p
q r s t u v w x
y z 0 1 2 3 4 5
6 7 8 9

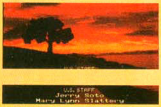
Input Return

Enter "T&ESOFT" in the tenth place on the registration screen.



Main Menu
Quick Start
Continue
Select Game
Create Data
Check Records
OK

Hold Left and L, then press Reset to call up the main menu.



U.S. STAFF
Jerry Soto
Mary Lynn Slattery

Hold Up and L, then press Reset to see the identities of the game's built in pros.

Congratulations

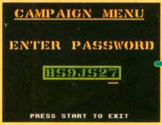
Hold Down and L, then press Reset to automatically win the True Golf Classics trophy.

DESERT STRIKE RETURN TO THE GULF

FROM AGENT #092

Ten Copter Code

Fly into this multi-mission challenger with ten helicopters in reserve instead of the usual three. Before your mission begins, enter "BS9JS27" as your password. Then enter another password to take you to an advanced campaign or, press the Start Button to begin the game. When you take a look at the map screen, you'll see that you have ten lives in reserve!



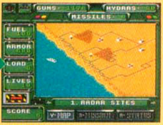
CAMPAIGN MENU

ENTER PASSWORD

BS9JS27

PRESS START TO EXIT

The password is BS9JS27.



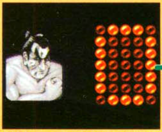
Go into the mission with ten copters.

STREET FIGHTER II The World Warrior

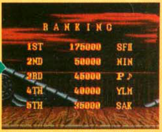
FROM AGENT #408

Auto Initials

Instead of entering your own initials when you earn a high score in this mega-popular Super NES game, you can put "SFII" into the ranking list in one easy step. After your character has been defeated and you've given up the chance to continue, your ranking and a cursor will appear in the upper-left corner of the screen. Choose to end the entry without keying in any initials. When the ranking list appears, the game's initials will appear in place of a blank space.



When the game asks for your initials, select "ED" to end the entry.



RANKING

1ST	175000	SFII
2ND	50000	NIN
3RD	45000	P♪
4TH	40000	YLM
5TH	35000	SAK

The ranking list will show "SFII" next to your high score.

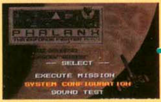
CLASSIFIED INFORMATION

PHALANX
THE ENFORCE FIGHTER A-144

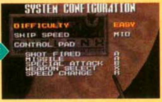
■ From Agent #617

Stage Select Plus

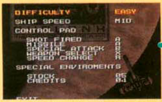
You can go anywhere and do anything in this thrilling space-shooter by carrying out a series of button-pushing maneuvers. Highlight the System Configuration option on the Select Screen, then press and hold the R Button and press the B Button. When the System Configuration screen appears, press the L and R Buttons on Controller II simultaneously. A tone will sound and the Special Environments options will appear, allowing you to change the stock of ships (maximum of five) and the number of credits (maximum of nine). Next, press the A, B, X and Y Buttons on Controller II simultaneously. A tone will sound again and the stage select option will appear, allowing you to choose your starting mission, up to Mission Five. Finally, press the Start and Select Buttons on Controller II simultaneously. When you hear the tone again, you'll be able to increase your stock of ships to as many as 30 and your credits up to 99. You'll also be able to choose to start fighting in any of the game's eight missions.


PHALANX
— SELECT —
EXECUTE MISSION
SYSTEM CONFIGURATION
SOUND TEST

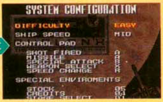
Highlight the System Configuration option. Then press and hold R, and press B.


SYSTEM CONFIGURATION
DIFFICULTY EASY
SHIP SPEED MID
CONTROL PAD
SHOT FIRED A
MISSILE A
SPECIAL ATTACK B
WEAPON SELECT X
SPEED CHANGE R

Press L and R on Controller II simultaneously. The Special Environments will appear.


DIFFICULTY EASY
SHIP SPEED MID
CONTROL PAD
SHOT FIRED A
MISSILE A
SPECIAL ATTACK B
WEAPON SELECT X
SPEED CHANGE R
SPECIAL ENVIROMENTS
STOCK 05
CREDITS 01

Press A, B, X and Y on Controller II simultaneously to call up a restricted stage select.


SYSTEM CONFIGURATION
DIFFICULTY EASY
SHIP SPEED MID
CONTROL PAD
SHOT FIRED A
MISSILE A
SPECIAL ATTACK B
WEAPON SELECT X
SPEED CHANGE R
SPECIAL ENVIROMENTS
STOCK 05
CREDITS 04
STAGE SELECT 01

When all of the options are available, press Start and Select on Controller II simultaneously to maximize their limits.

KIRBY'S DREAM LAND

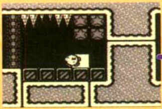
■ From Agent #926

Out-of-the-Way 1-Ups

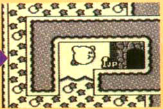
If you stray from the main path in this fast and fun adventure, you can often find 1-Ups and Magic Food Bags. Our agents have staked out Stages Three and Four and have discovered two hidden areas which contain special items in each of the stages.

Stage Three

The second section of this stage takes place in a cave with winding passages. At one point, you'll come across a path that ends with a pile of Star Boxes. When you inhale the Boxes at the bottom of the pile, you'll reveal a small doorway. Enter the doorway and drop into a secret passage. You'll find a 1-Up at the end.

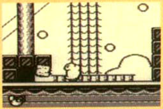


Inhale the Star Boxes at this dead end and step into the open doorway.



Fly through this hidden passage and collect a 1-Up at the end.

Late in Stage Three, you'll take on a bunch of wacky creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Then climb in to collect Pep Brew and a 1-Up in the hidden chamber.



Enter the hole at the bottom of this mast to discover a pair of hidden treats.

Stage Four

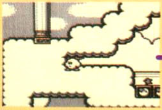
You'll encounter a maze of clouds about halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side a curious pond, go to the

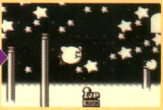
WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

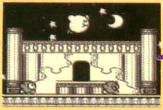
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

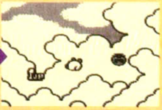
end and press Up on the Control Pad. You'll enter a hidden passage and drop into a strange secret area. Use a Mint Leaf to fly through this starry stage and pick up Power-Ups along the way.


Walk to the end of this passage and press Up to enter a hidden area.


Search for special items while flying through this secret zone.

At the end of Stage Four, you'll fly up to a floating palace where your second meeting with Kracko occurs. Instead of entering the palace, you can get to Kracko by another route and earn special items along the way. A Crescent Moon floats above the palace. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall. These items will help you prepare for your next fight.


Fly to the Crescent Moon above the palace and warp to a secret zone.

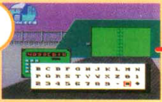

You'll find a 1-Up and a Magic Food Bag as you fall through the area.

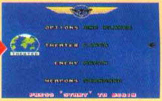
F-117A
STEALTH FIGHTER

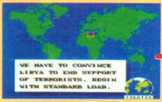
■ FROM AGENT #747

Mission Select

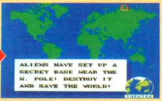
Page 37 of the instruction booklet for this bombing mission simulator describes how to use the access codes. The page includes an illustration of a pilot jotting down a code on a clipboard. While this is not a valid code as it is written, you can enter the code backwards to trigger a mission select and invincible fighter mode. The correct access code is 4093CB1#. After you key it in, return to the main menu, move the cursor to the Theater entry and press the Select Button. You'll see a world map with a description of Mission One. By pressing Up and Down on the Control Pad, you can choose any of the other missions, including three secret missions. Once you've arrived at the desired assignment, start the game and carry out your commands. Your plane will be invincible, so the mission should be a cinch.


Choose the Saved Pilot option and enter 4093CB1# as your access code.


Return to the menu, choose the Theatre entry and press Select.


WE HAVE TO CONVINCE LIBYA TO END SUPPORT OF TERRORISTS. BEGIN WITH STANDARD LOAD.

The first mission will be shown. Press Up and Down to change it.


ALIENS HAVE SET UP A SECRET BASE NEAR THE N. POLE! DESTROY IT AND SAVE THE WORLD!

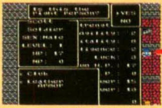
Start the game when you've arrived at the desired assignment.

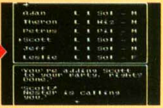
DRAGON WARRIOR
III

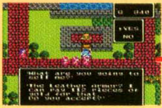
■ FROM AGENT #721

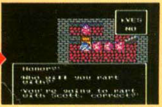
Easy Money

Our agents have perfected a way to earn Gold quickly at the beginning of this long adventure by selling off an endless supply of goods. After you leave the castle, walk to the Adventurer's Hall of Registration and create a list of soldiers. Then walk downstairs to the eatery and enlist three of the soldiers. Soldiers come equipped with Clubs and Leather Armor. By selling these items in the shop outside of the eatery, you can make more than 400 Gold Coins. After you've collected the money, take the soldiers back to the eatery and remove them from your party. You'll be free to enlist three more soldiers for another round of item thievery or to gather a more diverse group and begin your adventure.


Create a list of soldiers at the Adventurer's Hall of Registration.


Enlist three soldiers to your party at Luisa's Eatery.


Sell off the soldiers' equipment for a total of more than 400 Gold Coins.


Take the soldiers back to the eatery and remove them from your party.

COUNSELORS' CORNER!

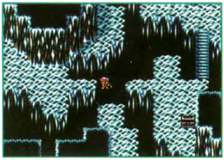
FINAL FANTASY II

HOW DO I FIND THE CRYSTAL SWORD?

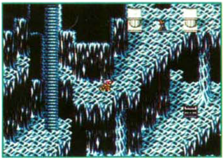
Megan Faris

To find the Crystal Sword, which can be used by the Paladin only, go to Floor B6 of Lunar Subterrane where you find two ladders side by side and climb down the left ladder.

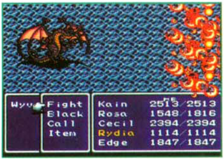
Turn to your left and walk straight over the gap. Next, go up to the left, turn right and walk through the wall. Go down, descend the ladder, continue down, then go all the way to the right and up to step into a portal. From there, go up across three ladders to the room with a save point. The lower exit leads to the Crystal Sword in the upper right, but you must battle the Wyvern for it. When you fight the beast, expect Wall, Nuke and Meganuke attacks.



It doesn't look like you can cross here, but keep walking. You'll cross the gap on an invisible bridge.



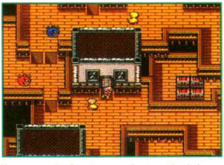
When you finally reach Floor B5 you'll see the Crystal Sword, but you won't take it without a fight.



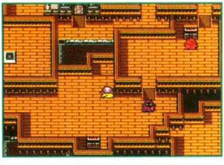
Arm your party and prepare to fight for the sword. The Wyvern mounts a devastating Meganuke attack.

? WHERE IS THE HIDDEN TREASURE ROOM BELOW THE TOWN OF MONSTERS? ?

There are four chests that hold valuable treasures in a room below the Town of the Monsters. Take a secret transporter to reach the room. Walk directly up from the lower chest until you reach a wall, then take one step to the right. There will be a faintly outlined square on the floor above you. Step onto the square to be transported to the room below. There you'll find an Elixir, an Ether 2 and the Samurai Bow and Arrows.



You can see the four treasure chests resting below, but there seems to be no possible way to reach them.



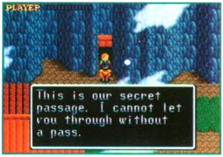
Walk up and over from the lower chest. Upon close examination, you'll see a faint square. Step on it.

SOUL BLAZER

WHERE DO I FIND THE PASS IN GRASS VALLEY?

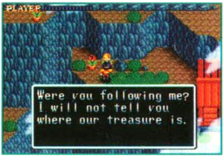
Travis Williams

When you talk to the boy who blocks the cave entrance, he tells you that you cannot enter until you have a Pass. To find the Pass, return to the southeast corner of Grass Valley and walk to the left, past the other boy's house. The other boy won't tell you where their treasure is, so don't bother talking to him. Instead, go to the Tulip near his house and push it to the left. The Tulip will move and you'll find the Pass. Take it to the boy guarding the cave entrance to gain admittance to the secret passage.



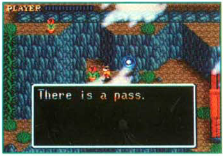
This is our secret passage. I cannot let you through without a pass.

The first boy vigilantly guards the entrance to the secret passage. You must have the Pass to enter.



Were you following me? I will not tell you where our treasure is.

The second boy, near the house in southeastern Grass Valley, refuses to tell you about the treasure.

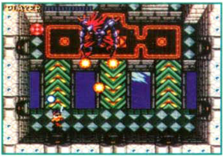


There is a pass.

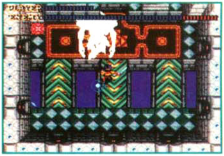
After the boy leaves, push the Tulip aside and pick up the Pass. Now you can enter the secret passage.

? HOW DO I DEFEAT THE METAL MANTIS? ?

Metal Mantis, the guardian of Grass Valley, has a deadly grip. He stands in the upper part of the room on a platform connected to your area by three conveyor belts. Equip a Medical Herb, then walk up the center belt holding the R Button. When the sword touches Mantis, walk backwards to avoid bumping into him. You do not need to use the Zantetsu Sword, which you receive later in the game, to beat him.



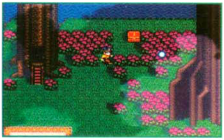
Metal Mantis either shoots three fireballs straight ahead or fires diagonally if you stand to one side.



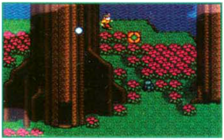
Use the Crab Walk technique taught to you by one of the villagers to defeat Mantis with little effort.

? HOW DO I FIND THE ICE ARMOR? ?

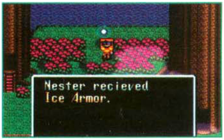
With the Ice Armor, you can keep your cool in the hottest situations. It's hidden in a Treasure Chest in Greenwood, but you can't get to it until you tap into a Stump's dream. Go to the island with the slumbering Stump and use your Dream Rod. You'll enter its dream behind the trees. Don't talk to the bird--that will make the dream end. Instead, walk to the right behind the tree and step onto the Monster Lair to make the bushes and rock below it disappear. Now, exit the dream and return to that area. The path you opened in the dream will still be there. Walk up and go left behind the tree to reach the chest and retrieve the armor.



The Treasure Chest that holds the Ice Armor is in northwest GreenWood, but the path to it is blocked.



When you enter the Stump's dream, you end up behind the trees. Walk over to seal the Lair on the right.

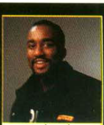


Nester recieved Ice Armor.

When you return, use the path you cleared in the dream. Walk left, behind the tree, to reach the chest.

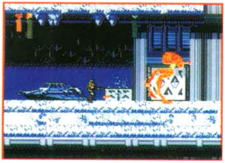
THE EMPIRE STRIKES BACK

HOW CAN I CROSS THE DAMAGED FLOOR IN ECHO BASE?

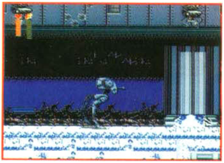


Carl Stokes

Princess Leia tells you that you can't cross the damaged area on foot, so you'll have to find another way across. Look for an ATST Walker in the area two floors above the damaged floor. Stand to the left of the three blocks there, shoot the top block away, and attack the ATST with your gun. Stop firing just before it crumbles, then jump in and pilot it across the faulty floor.



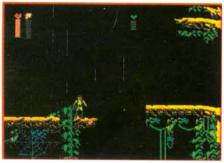
Use your gun on an ATST Walker, but just stun it, don't destroy it. It's useful transportation.



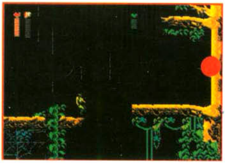
With you at the controls, the ATST Walker becomes a lifesaver. Drive it across the damaged floor.

HOW DO I BEAT THE FLYING INSECT IN DAGOBAH?

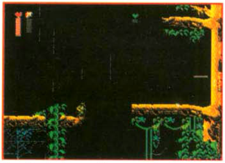
The huge Flying Insect appears only in the jungle of Dagobah- - luckily for you. A good way to wage your war is to attack when the big bug is barely on screen. You must jump the vine, and where you land will determine whether or not the insect will show. If you land short—too close to the vine—it won't appear until you jump the gap. If you land at the very edge of the branch, though, a bit of the bug should show. Stand there at the edge and attack by jumping and firing with the Laser Gun. After you score several direct hits with the laser, you'll see just a small part of the explosion taking place off screen.



Don't rush your jump over the vine here. If you land too short, the insect won't show up on the screen.



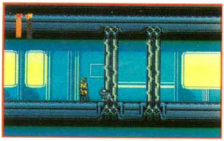
Land over on the right side of the branch and stop as soon as some part of the Flying Insect appears.



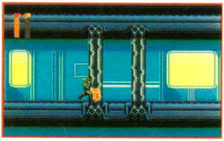
From this site, jump and fire repeatedly with your Laser Gun until you see the insect begin to explode.

HOW DO I GET BY THE LASER BEAMS IN CLOUD CITY?

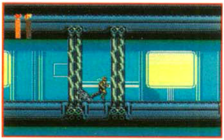
Take advantage of one of your droid friends in Cloud City. When you meet up with Landow Calrisean, he tells you that R2D2 can shut off the laser beams for a short time. Follow R2 into the corridor with the beams and wait for him to walk into one. He blocks it for a very brief period, so you have to act fast to get through safely. Wait and fall in behind him again before you reach the next beam. Timing is critical, so stay on your toes. R2D2 is your only hope against these high-powered, non-stop laser beams.



Follow R2D2 down the corridor to the jolting laser beams. Wait for him to enter and stop the first beam.



The droid lights up when he absorbs the laser beam. That's when it's safe for you to scurry through.



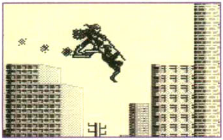
Don't start running too fast, though. Stop quickly and wait for R2D2 to pass you and stop the next beam.

SPIDER-MAN 2

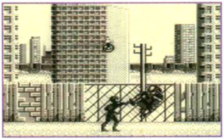
HOW DO I BEAT THE HOBGOBLIN?

John Harbottle

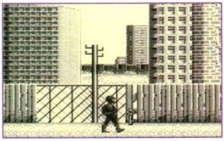
The Hobgoblin throws bombs as he speeds by on his flying sled. You'll have to ground him before you can do any damage. Wait at the top edge of one of the buildings and wait for him to do a fly-by. While avoiding his bombs, jump, fire a web and hook onto him. The web will gradually ground him. As soon as he lands, he'll leap forward to attack. Move away and wait for him to jump. Pick up a Power Ball if possible to raise your strength, and when he lunges at you, attack with three flying kicks then wait for him to lunge again. When you beat him, he'll drop the key to the locked Warehouse.



Web him, Spidey! Latch onto the Hobgoblin and bring him down to earth. Stand back and await his attack.



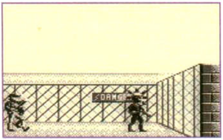
When the Hobgoblin jumps at you, take the offensive. Go toe-to-toe, punching away until he sees stars.



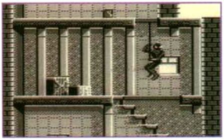
The Hobgoblin can take about 5 to 10 hits before he's history. He drops a Key when you take him out.

? HOW DO I GET OVER THE WALL AT THE END OF STAGE 1? ?

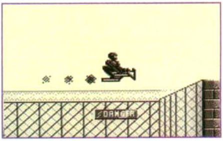
You may have beaten the Hobgoblin, but you're not finished yet--the energized wall at the end of Stage 1 will give you a jolt. Don't get fried. You can't climb it. Instead, take the Key that the Hobgoblin dropped after you defeated him and go to the locked Warehouse on the far left. Open the door and use your web to climb up to get the Sled Fuel, which is in a can labeled "oil." Grab the gas, return to the scene of your battle with the Hobgoblin and fuel up his sled. Fire it up and fly over the wall.



Don't be a fried Spide. The wall at the end of Stage 1 is made of high voltage wire. Don't touch it.

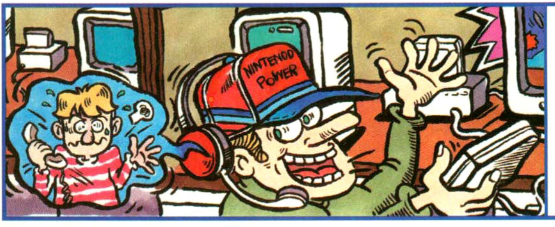


Take the Hobgoblin's Key and go left to the locked Warehouse. Enter and get the Sled Fuel stored there.



Fuel up the sled and climb aboard. You can now fly safely over the electrifying wall and on to Stage 2.

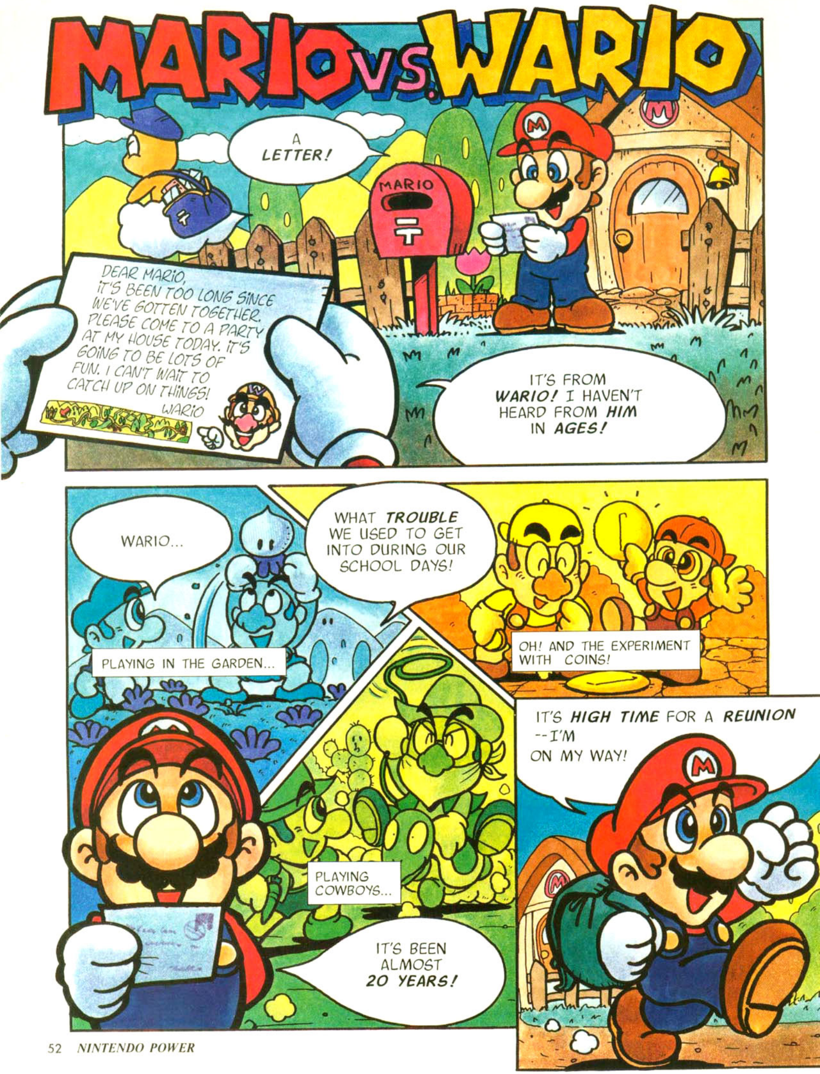
PERPLEXING PROBLEMS? PICK THE PROS' BRAINS

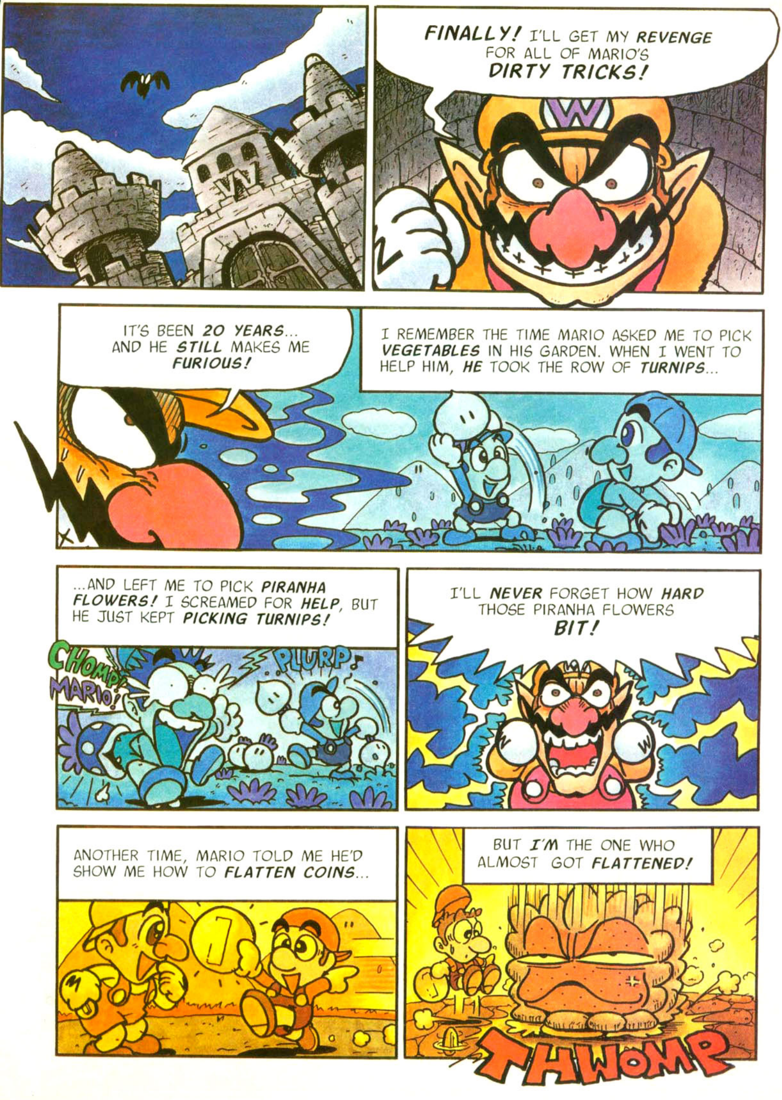


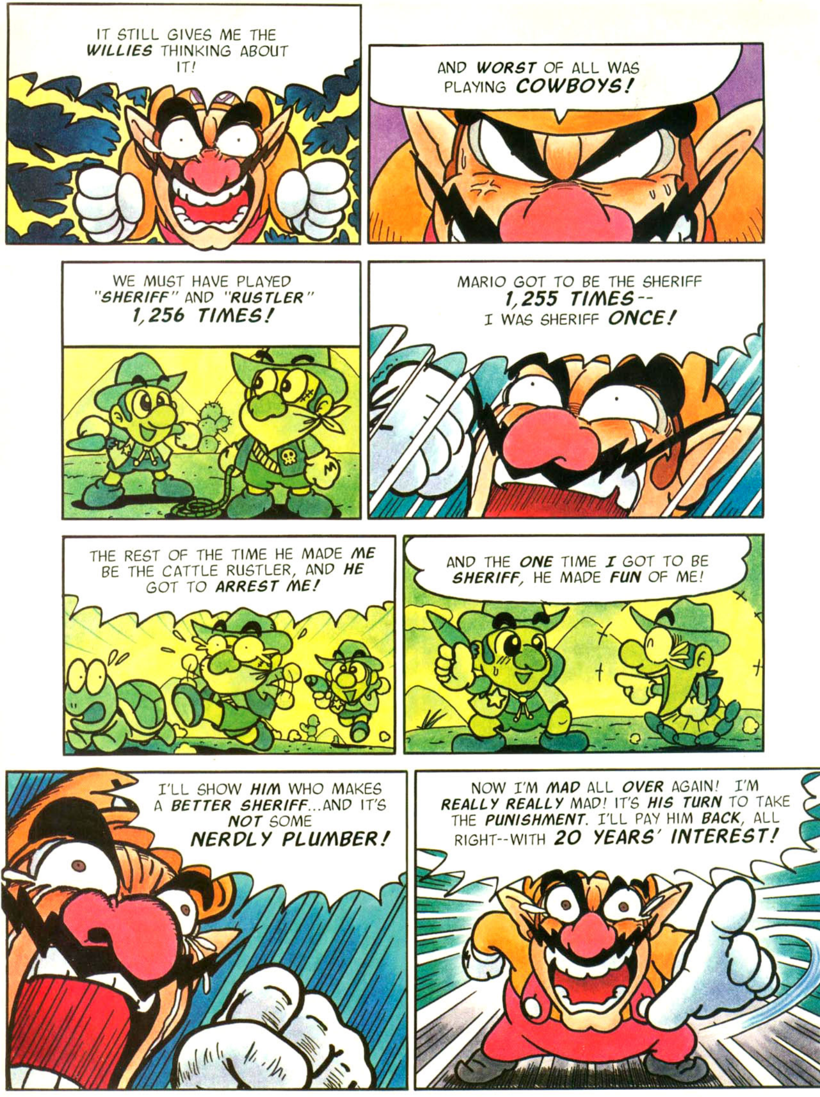
WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

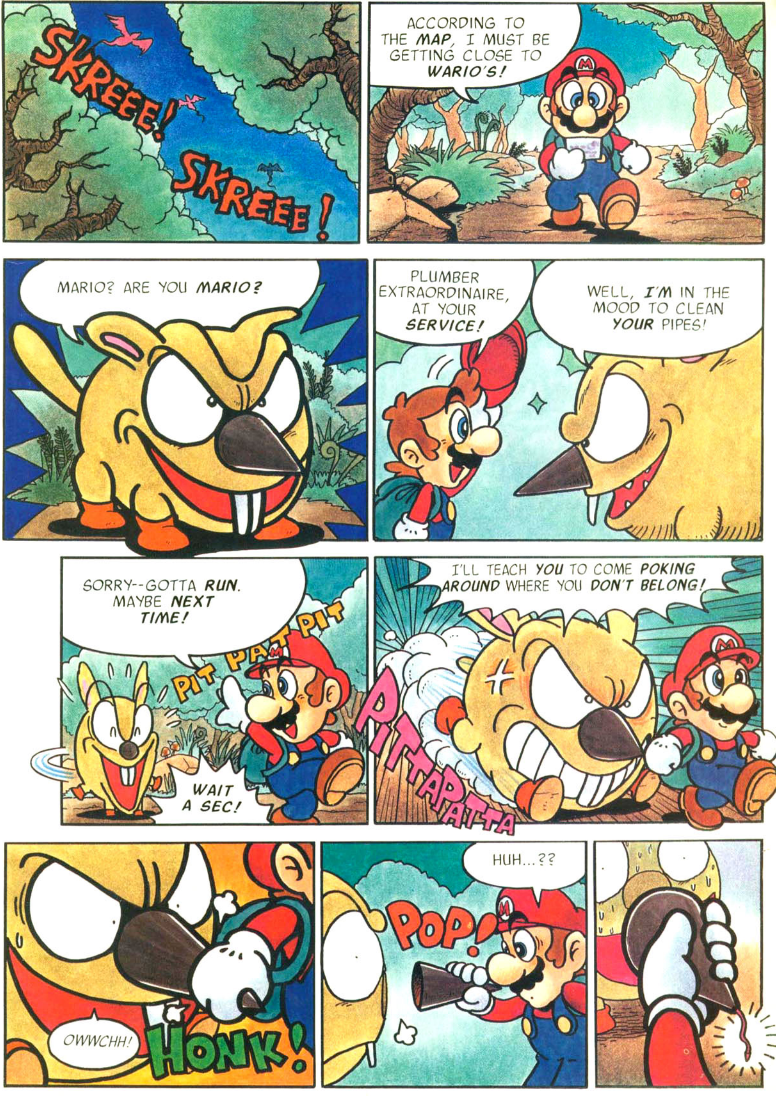
CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

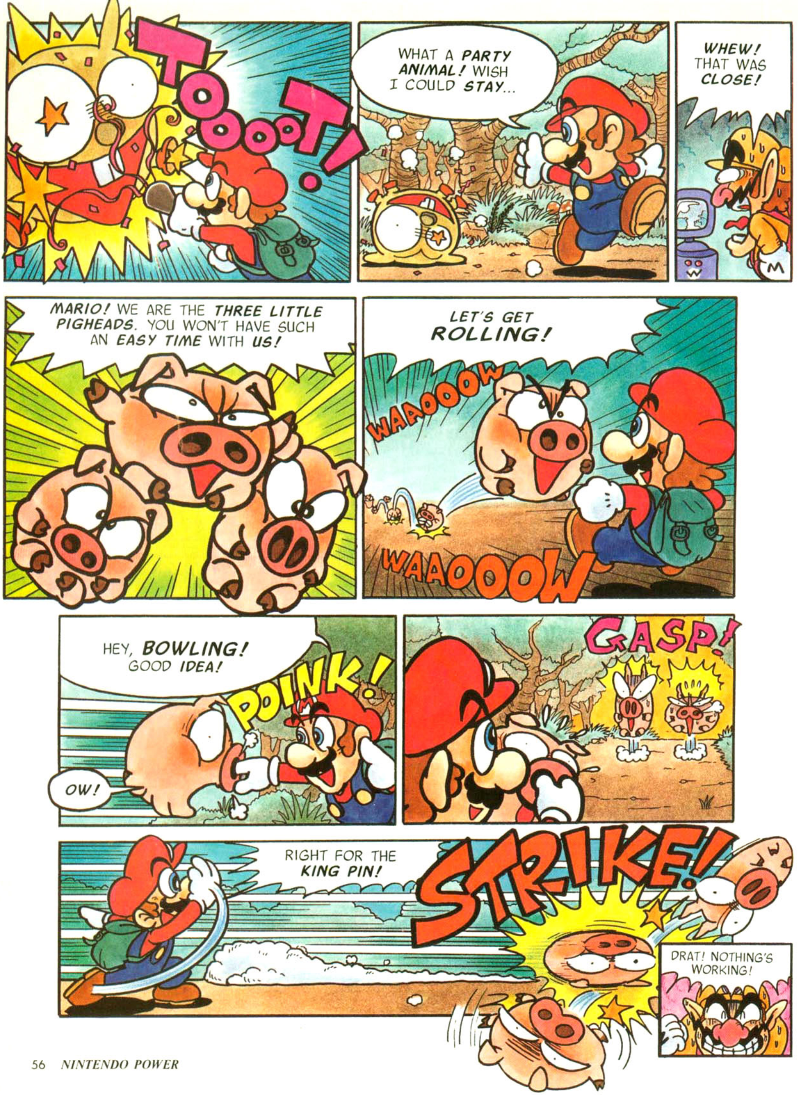
MARIO VS. WARIO

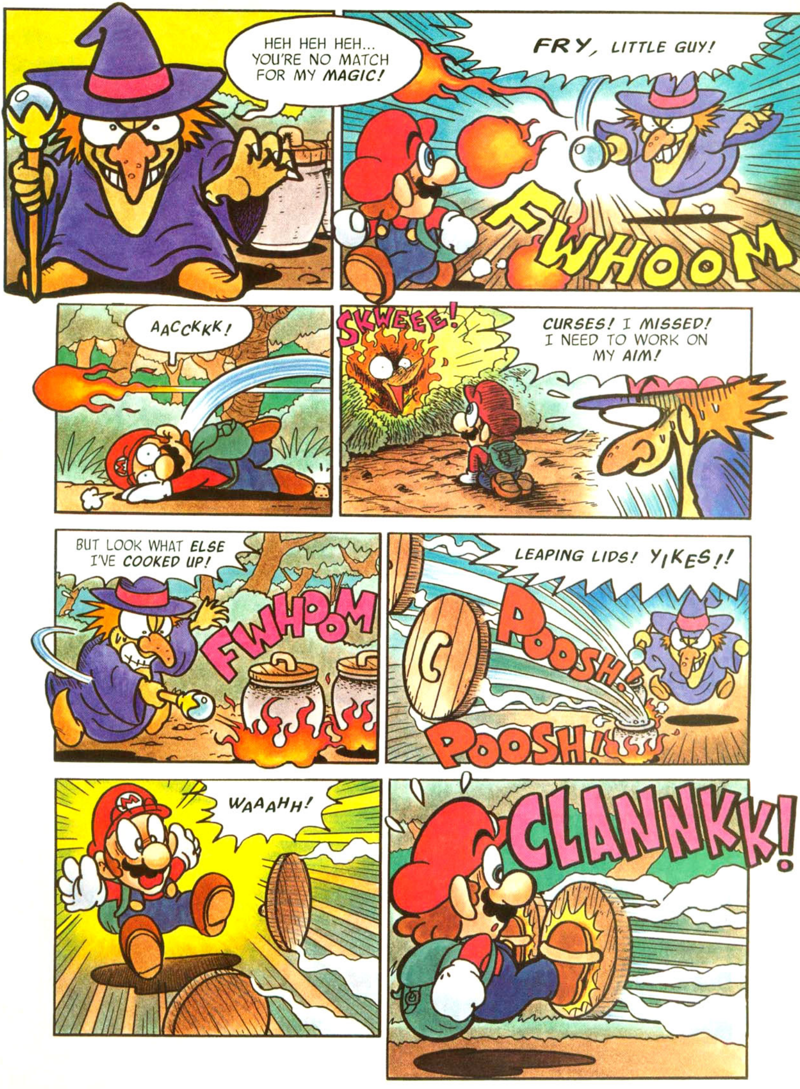

A LETTER!
DEAR MARIO, IT'S BEEN TOO LONG SINCE WE'VE GOTTEN TOGETHER. PLEASE COME TO A PARTY AT MY HOUSE TODAY. IT'S GOING TO BE LOTS OF FUN. I CAN'T WAIT TO CATCH UP ON THINGS! WARIO
MARIO
IT'S FROM WARIO! I HAVEN'T HEARD FROM HIM IN AGES!
WARIO...
PLAYING IN THE GARDEN...
WHAT TROUBLE WE USED TO GET INTO DURING OUR SCHOOL DAYS!
OH! AND THE EXPERIMENT WITH COINS!
PLAYING COWBOYS...
IT'S BEEN ALMOST 20 YEARS!
IT'S HIGH TIME FOR A REUNION --I'M ON MY WAY!

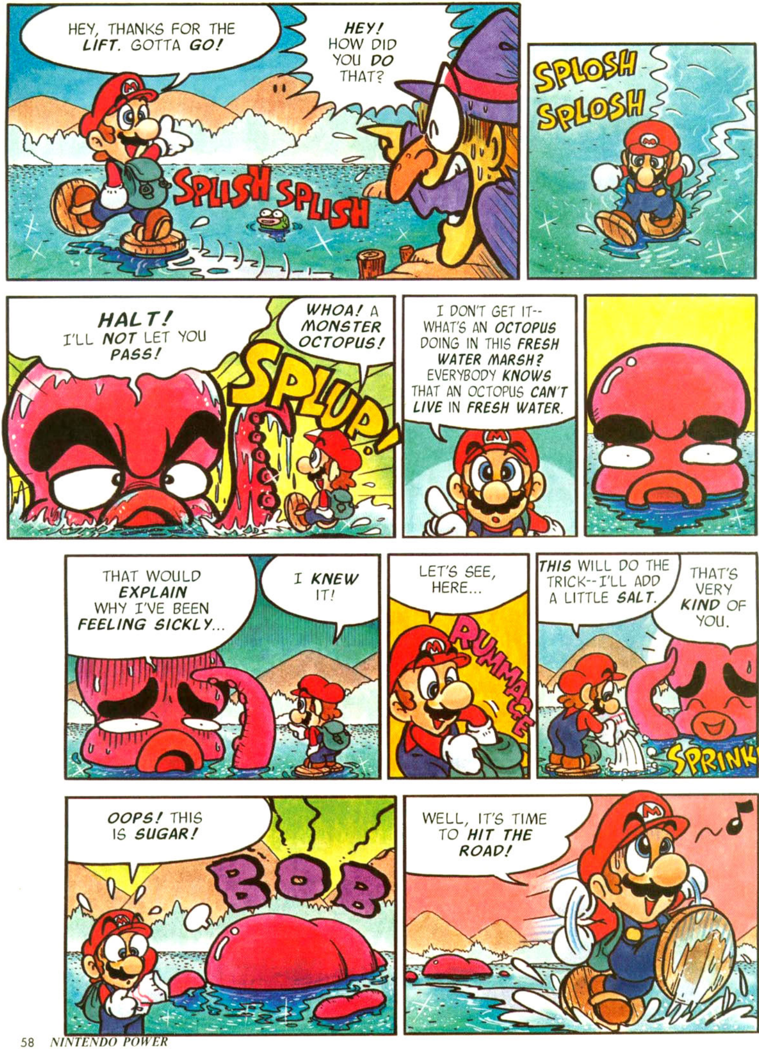

FINALLY! I'LL GET MY REVENGE FOR ALL OF MARIO'S DIRTY TRICKS!
IT'S BEEN 20 YEARS... AND HE STILL MAKES ME FURIOUS!
I REMEMBER THE TIME MARIO ASKED ME TO PICK VEGETABLES IN HIS GARDEN. WHEN I WENT TO HELP HIM, HE TOOK THE ROW OF TURNIPS...
...AND LEFT ME TO PICK PIRANHA FLOWERS! I SCREAMED FOR HELP, BUT HE JUST KEPT PICKING TURNIPS!
CHOMP!
MARIO!
PLURP
I'LL NEVER FORGET HOW HARD THOSE PIRANHA FLOWERS BIT!
ANOTHER TIME, MARIO TOLD ME HE'D SHOW ME HOW TO FLATTEN COINS...
BUT I'M THE ONE WHO ALMOST GOT FLATTENED!
THWOMP

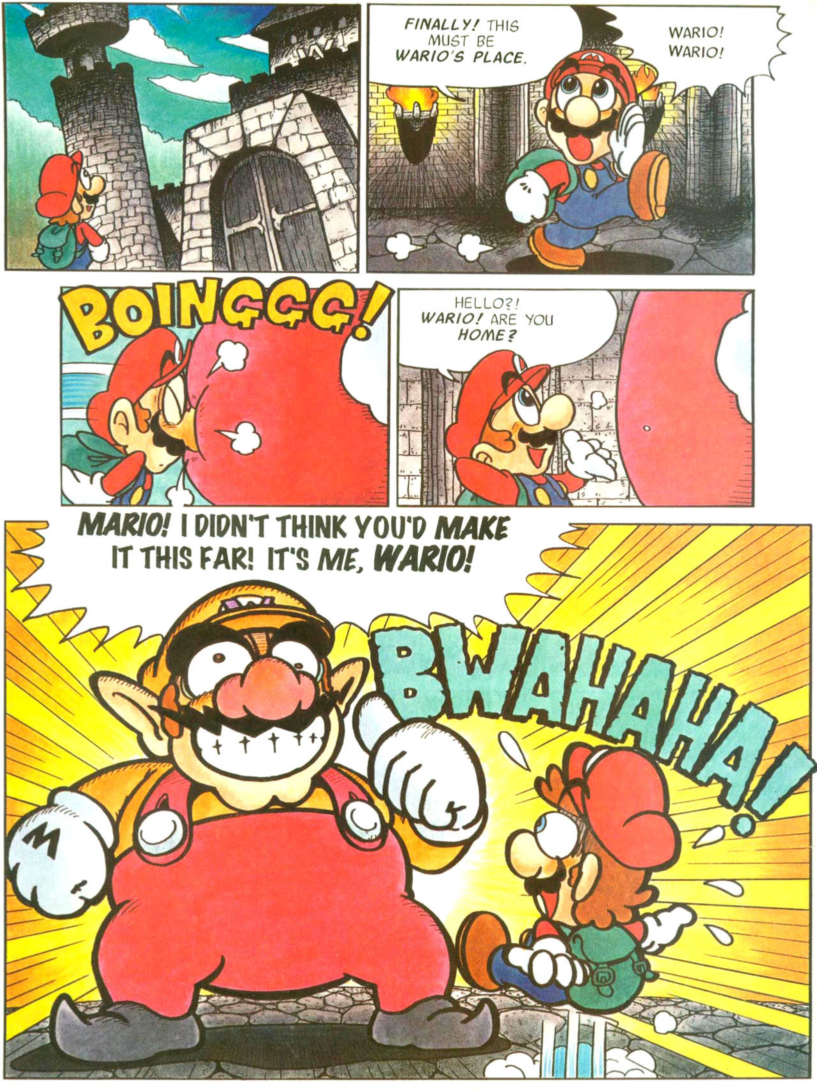

IT STILL GIVES ME THE **WILLIES** THINKING ABOUT IT!
AND **WORST** OF ALL WAS PLAYING **COWBOYS!**
WE MUST HAVE PLAYED "**SHERIFF**" AND "**RUSTLER**" **1,256 TIMES!**
MARIO GOT TO BE THE SHERIFF **1,255 TIMES**-- I WAS SHERIFF **ONCE!**
THE REST OF THE TIME HE MADE **ME** BE THE CATTLE RUSTLER, AND **HE** GOT TO **ARREST ME!**
AND THE **ONE** TIME **I** GOT TO BE **SHERIFF**, HE MADE **FUN** OF ME!
I'LL SHOW **HIM** WHO MAKES A **BETTER SHERIFF**...AND IT'S **NOT** SOME **NERDLY PLUMBER!**
NOW I'M **MAD** ALL **OVER** AGAIN! I'M **REALLY REALLY** MAD! IT'S **HIS TURN** TO TAKE THE **PUNISHMENT**. I'LL PAY HIM **BACK**, ALL RIGHT--WITH **20 YEARS' INTEREST!**

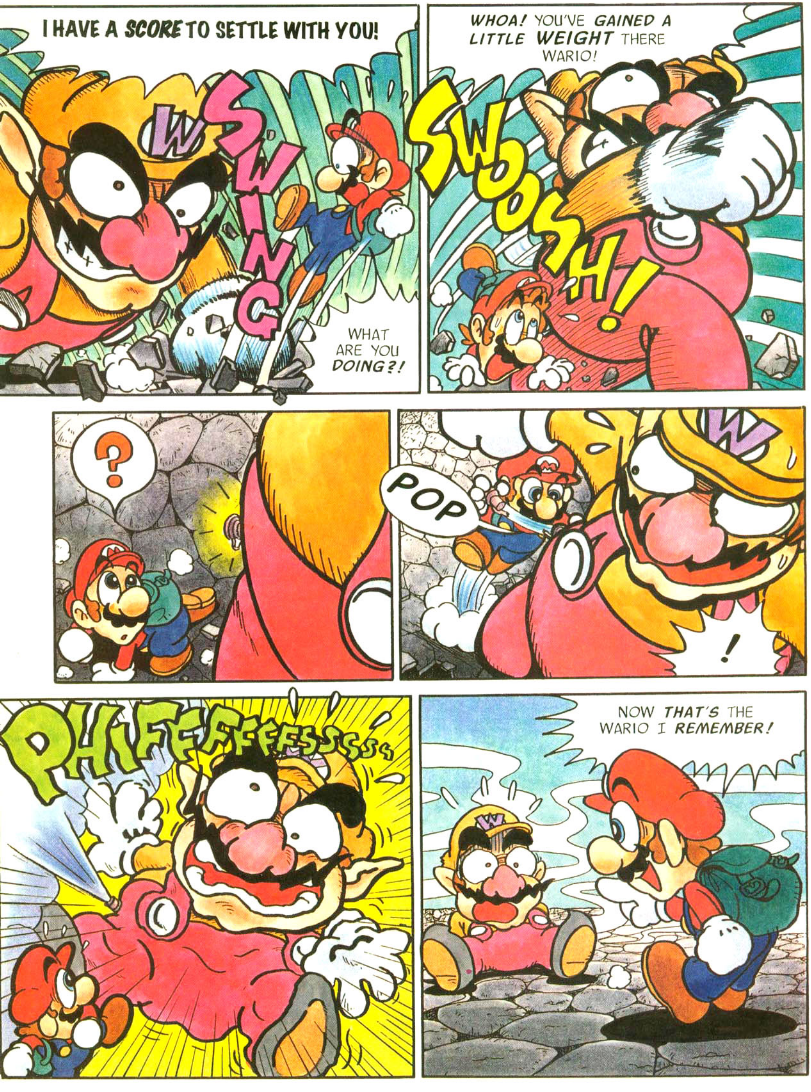

SKREEE!
SKREEE!
ACCORDING TO THE MAP, I MUST BE GETTING CLOSE TO WARIO'S!
MARIO? ARE YOU MARIO?
PLUMBER EXTRAORDINAIRE, AT YOUR SERVICE!
WELL, I'M IN THE MOOD TO CLEAN YOUR PIPES!
SORRY--GOTTA RUN. MAYBE NEXT TIME!
PIT PAT PIT
WAIT A SEC!
I'LL TEACH YOU TO COME POKING AROUND WHERE YOU DON'T BELONG!
PITTAPATTA
OWWCHH!
HONK!
HUH...??
POP!

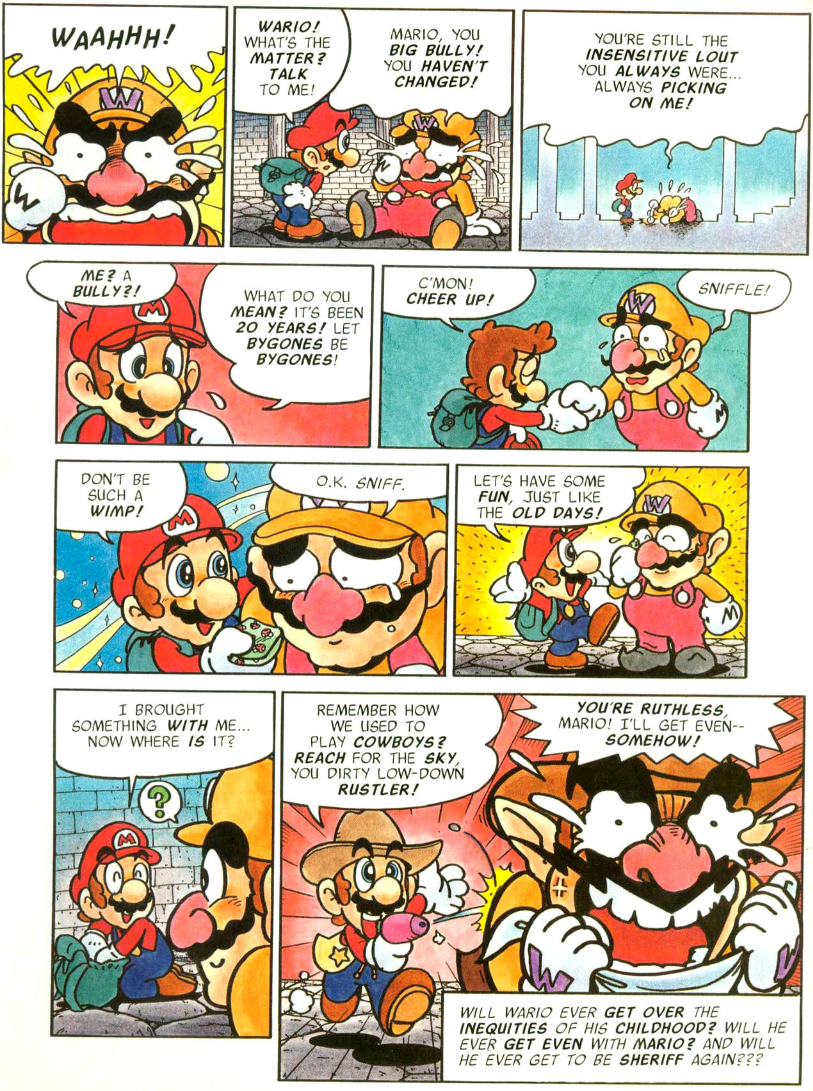

TOOOOT!
WHAT A PARTY ANIMAL! WISH I COULD STAY...
WHEW! THAT WAS CLOSE!
M
MARIO! WE ARE THE THREE LITTLE PIGHEADS. YOU WON'T HAVE SUCH AN EASY TIME WITH US!
LET'S GET ROLLING!
WAAOOOW
WAAOOOW
HEY, BOWLING! GOOD IDEA!
POINK!
OW!
GASP!
RIGHT FOR THE KING PIN!
STRIKE!
DRAT! NOTHING'S WORKING!


HEH HEH HEH... YOU'RE NO MATCH FOR MY *MAGIC!*
FRY, LITTLE GUY!
FWHOOM
AACCKKK!
SKWEEE!
CURSES! I MISSED! I NEED TO WORK ON MY *AIM!*
BUT LOOK WHAT *ELSE* I'VE *COOKED UP!*
FWHOOM
LEAPING LIDS! YIKES!!
POOSH!
POOSH!
WAAAHH!
CLANNKK!


HEY, THANKS FOR THE LIFT. GOTTA GO!
HEY! HOW DID YOU DO THAT?
SPLISH SPLISH
SPLOSH SPLOSH
HALT! I'LL NOT LET YOU PASS!
WHOA! A MONSTER OCTOPUS!
SPLUP!
I DON'T GET IT-- WHAT'S AN OCTOPUS DOING IN THIS FRESH WATER MARSH? EVERYBODY KNOWS THAT AN OCTOPUS CAN'T LIVE IN FRESH WATER.
THAT WOULD EXPLAIN WHY I'VE BEEN FEELING SICKLY...
I KNEW IT!
LET'S SEE, HERE...
RUMMAGE
THIS WILL DO THE TRICK--I'LL ADD A LITTLE SALT.
THAT'S VERY KIND OF YOU.
SPRINKLE
OOPS! THIS IS SUGAR!
BOB
WELL, IT'S TIME TO HIT THE ROAD!


FINALLY! THIS MUST BE WARIO'S PLACE.
WARIO! WARIO!
BOINGGG!
HELLO?! WARIO! ARE YOU HOME?
MARIO! I DIDN'T THINK YOU'D MAKE IT THIS FAR! IT'S ME, WARIO!
BWAHAHAHA!


I HAVE A *SCORE* TO SETTLE WITH YOU!
SWING
WHAT ARE YOU *DOING?!*
WHOA! YOU'VE *GAINED A LITTLE* **WEIGHT** THERE WARIO!
SWOOSH!
?
POP
!
PHIFFFFFFSSSSS
NOW *THAT'S* THE WARIO I *REMEMBER!*


WAAHHH!
WARIO! WHAT'S THE MATTER? TALK TO ME!
MARIO, YOU BIG BULLY! YOU HAVEN'T CHANGED!
YOU'RE STILL THE INSENSITIVE LOUT YOU ALWAYS WERE... ALWAYS PICKING ON ME!
ME? A BULLY?!
WHAT DO YOU MEAN? IT'S BEEN 20 YEARS! LET BYGONES BE BYGONES!
C'MON! CHEER UP!
SNIFFLE!
DON'T BE SUCH A WIMP!
O.K. SNIFF.
LET'S HAVE SOME FUN, JUST LIKE THE OLD DAYS!
I BROUGHT SOMETHING WITH ME... NOW WHERE IS IT?
?
REMEMBER HOW WE USED TO PLAY COWBOYS? REACH FOR THE SKY, YOU DIRTY LOW-DOWN RUSTLER!
YOU'RE RUTHLESS, MARIO! I'LL GET EVEN-- SOMEHOW!
WILL WARIO EVER GET OVER THE INEQUITIES OF HIS CHILDHOOD? WILL HE EVER GET EVEN WITH MARIO? AND WILL HE EVER GET TO BE SHERIFF AGAIN???

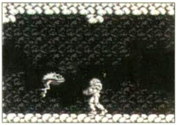
POWER PLAYE

Let the Challenges begin! The Power Player's page has now become the Power Player's Challenge. What's more, we've decided to increase coverage of your high scores by expanding the column to two full pages! Each month, we'll set Challenges for Game Boy, NES and Super NES games. On the opposite page, we listed some of the high scores of Nintendo's top Game Play Counselors. See if you can match their scores. Better yet, see if you can beat their scores! To record your gaming accomplishments, take a photo of the screen that shows your achievement. Send them to us. In future issues, we'll be printing the best results of the Challenges.

THE LEGEND OF ZELDA: A LINK TO THE PAST

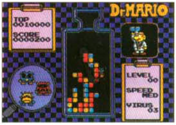
CHALLENGE: Can you complete the game in under 10 lives?
Try to finish the game without getting defeated. Good luck!

METROID II: RETURN OF SAMUS



CHALLENGE: Can you finish the game in 2.5 hours or less?
Try to get the best ending!

DR. MARIO

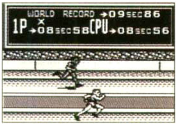


CHALLENGE: Can you beat Level 24?
Getting to Level 24 is tough enough, but you have to be really good to beat it!

SUPER MARIO KART

CHALLENGE: How fast can you finish Mario Circuit 1 in the Time Trial Mode?
You can use any of the racers that you prefer.

TRACK AND FIELD



CHALLENGE: How high of a score can you get in the Competition Mode?
It will take at least 10,000 points to win the gold medal.

NES OPEN TOURNAMENT GOLF

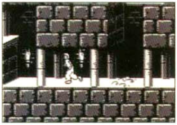
CHALLENGE: What is the lowest score you can get on the Japan course?
Be careful, there are a lot of water hazards!

PHALANX

SCORE 2280
TOP 00000
:04

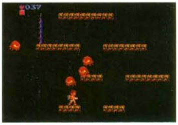
CHALLENGE: How high of a score can you get on the Easy Mode?
Don't forget, your score resets if you continue!

PRINCE OF PERSIA



CHALLENGE: How much time do you have left when you complete the game?
Find the quickest route to the end. Time's running out!

KID ICARUS



CHALLENGE: How high of a score can you get when you finish the game?
Be sure to explore all of the rooms to get a higher score.

'S CHALLENGE

THE LEGEND OF ZELDA: A LINK TO THE PAST

Finished the game with least number of lives.

Derek McClinton	4 lives
Bill Clark	5 lives
Patti Campbell	5 lives
Luther Smith	8 lives

METROID II: RETURN OF SAMUS

Finished the game in the shortest time.

Jim Wornell	2 hrs 15 min
Todd Dyment	2 hrs 22 min
Bruce Long	2 hrs 29 min
Paul Reed	2 hrs 30 min

DR. MARIO

Finished Level 24.

Kim Racey	Level 24
Jim Wornell	Level 24
Tia Emmel	Level 24
John McCloud	Level 24

SUPER MARIO KART

Best Time on Mario Circuit 1 Time Trial.

Sean Egan	1:11:97
Stephanie Sutton	1:12:34
Phil Honeywell	1:12:45
Ryan Hanson	1:13:07

TRACK AND FIELD

Best Score in Competition Mode.

Don Carroll	10000
Mike Carver	9982
Tom Davis	9230
Phil Honeywell	8993

NES OPEN TOURNAMENT GOLF

Lowest Score on the Japan Course.

Greg Lowder	-14
Terry Munson	-12
Ben Smith	-11
Jill Lillejord	-11

PHALANX

Best Score in Easy Mode.

Matt Gliden	554,000
Eric Smith	513,000
Dean O'Connor	505,000
Glory Evans	490,000

PRINCE OF PERSIA

Finished game with the most time left.

Tom Kristensen	13 minutes
Janice Mattox	9 minutes
Susi Reed	9 minutes
Chris Paul	4 minutes

KID ICARUS

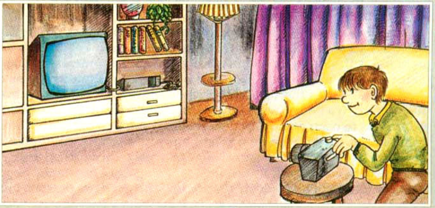
Finished game with the highest score.

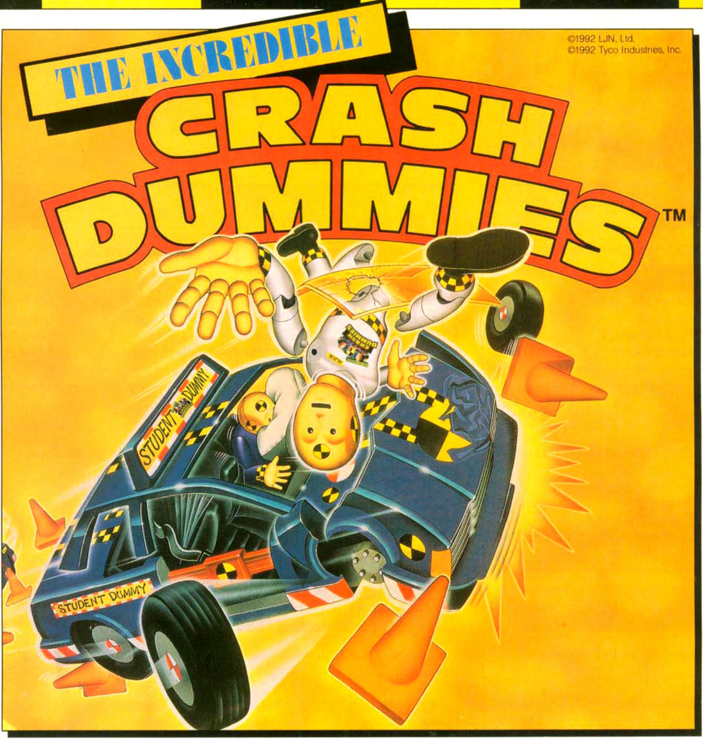
Scott Callahan	899,990
Tim Bechel	856,990
Shane Evans	823,850
Erik Carlson	812,250

OK, I've got a high score. How do I take the picture?

If you beat one of our Challenges, send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Include your system in the photo.

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, Wa. 98073-9733





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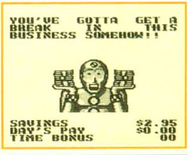
THE CRASH DUMMIES DESERVE A BREAK

Spin and Slick are a pair of hard-working crash-test dummies who really need a vacation. The problem is money. Their regular job doesn't pay very well, so they're moonlighting to pick up some extra dough for their vacation fund. In LJN's new Game Boy game, they hire on as movie stunt doubles, they test air bumpers, they make test runs on a ski slope, they work extra hours in a bomb factory and even hire on to guide guided missiles to earn money for a vacation. If you're a big fan of the Crash Dummies, you'll like the characters but you might be disappointed by the lack of depth in the game. You can play through all five stages quickly, then start back at the first stage again. The stages become a little bit more complex each round, but the scenery doesn't change.

BANK ON IT

Dummies Spin and Slick are going to save all of the money they make from their extra jobs for a dream vacation.



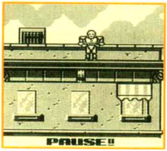
```
YOU'VE   GOTTA   GET A
BREAK     IN      THIS
BUSINESS SOMEHOW!!

SAVINGS            $2.95
DAY'S PAY          $0.00
TIME BONUS            00
```

DAY ONE: STUNT FOR A STINT

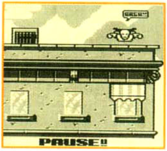
For their first job, the Crash Dummies are going to be in pictures. The movie director needs someone to take a spectacular fall from the top of a 28-story, burning building, so he calls on Spin and Slick. Their only direction: make it look absolutely awesome.

TAKE A DIVE

Lights! Camera! Action! This is Slick's big chance to be a star. Move the dummy to your right, press the A or B Button to jump from the ledge, and start collecting bonus money right away by crashing through the awning on the 28th floor.



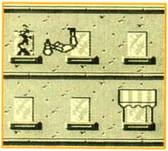
Inch over to your right until you're just above the awning.



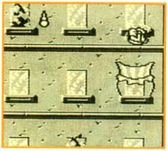
Argh! He's off. You have to watch that first step—it's a doozy.

SNAG THE FLAG

The more spectacular the fall, the more money you'll make. Crash through balconies and bounce off awnings on your way down. There's a flagpole on the left about halfway down. While avoiding the flames, grab it and press right on the Control Pad to swing around and land on the awning on the right, below. It's a flashy move.



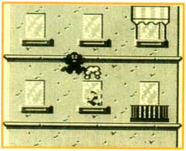
Do a giant swing and fly over to hit the awning on the right.



Don't get fried. Avoid the flames and grab on to the flagpole.

DON'T GET SCORCHED

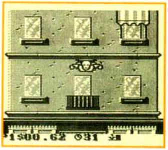
Crash Dummies are made of wood. If you free-fall into fire too many times, you'll fry. You can touch fire three times without incurring much damage, but if you burn a fourth time, your dummy will become a lump of charcoal. Before you take the plunge, study the map at the right and identify hot spots to avoid.



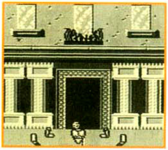
A fourth fry leaves your dummy looking like a lump of coal.

HIT THE TARGET

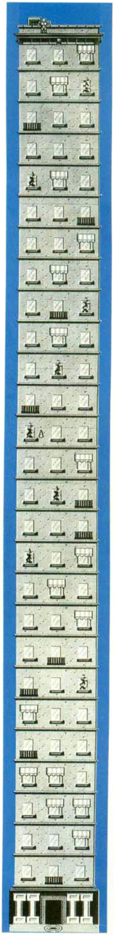
The director wants your dummy to hit the target painted on the sidewalk. It's going to hurt no matter where you land, but your effort will be wasted if you miss the bull's-eye. Stay in the center.



Watch the meter to see how much distance remains to the target.

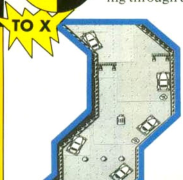
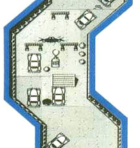
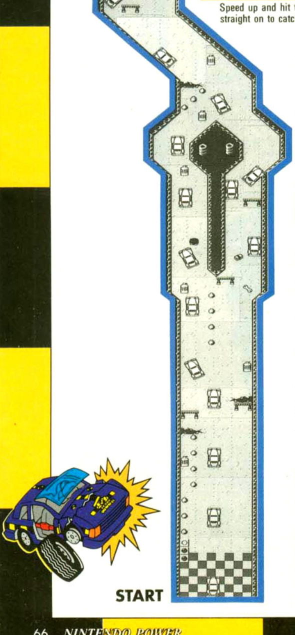


Pull yourself together. Pick up your appendages—and your paycheck.



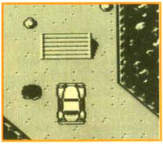
DAY TWO: GET SOME AIR

Spin has lined up another job for Slick. This time he's going to be testing the effectiveness of air bumpers on cars by driving through an obstacle course and crashing into a brick wall. Slick has to be fast, too—he's racing against the clock, and the boss has an eye on him.

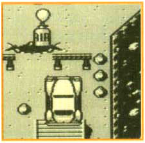




PUMP IT UP

Slick has to pick up Air Cans along the way to inflate the air bumper before he crashes into the wall. Without the air, he'll fail the crash test.



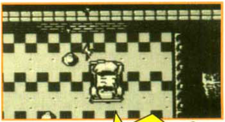
Speed up and hit the ramp straight on to catch some Air.



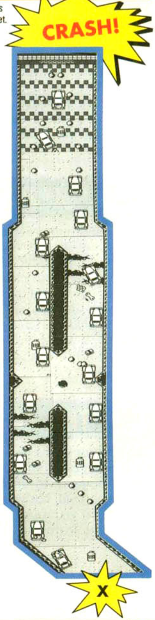
Fly into the air so you can reach the floating Air Can.

HIT THE WALL

Buckle up, Slick. A Magnet in the brick wall pulls your car in at breakneck speed. Aim for the center and hope the bumper works.

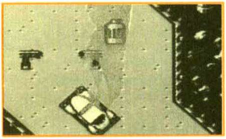


The Magnet pulls you into the target.



ROADBLOCKS

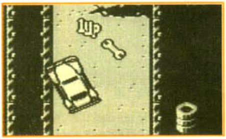
Don't crash into the Roadblocks. If you hit them, they damage your car and slow it down. If you collide with lots of barriers and your car sustains extensive damage, you can't complete the course.



Don't crash. Race around the Roadblocks.

PICK UP LITTER

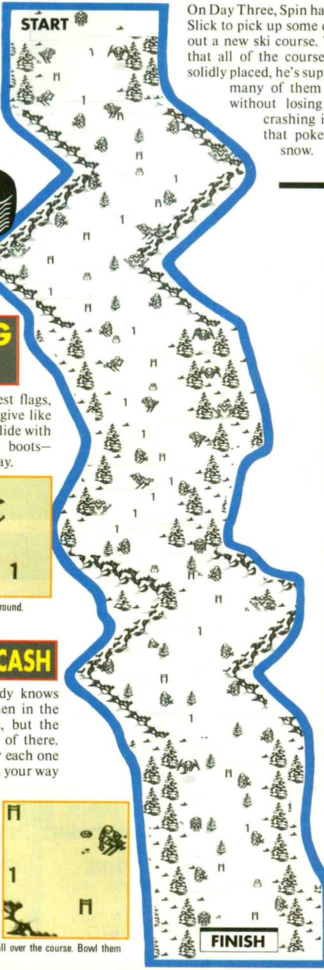
Pick up Wrenches to repair damage to your car and watch for bundles of money lying in the track. In later stages, you'll also come across a 1-Up on the course.



Look for Wrenches and a 1-Up in the road.

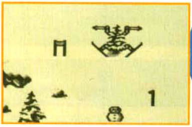
DAY THREE: HIT THE SLOPES

On Day Three, Spin has arranged for Slick to pick up some cash by trying out a new ski course. To make sure that all of the course markers are solidly placed, he's supposed to hit as many of them as possible—without losing control and crashing into the rocks that poke through the snow.



TRIPPING TREES

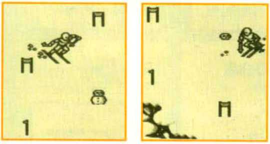
You're supposed to test flags, not trees. They don't give like the gates do. If you collide with one, unbuckle your boots—you're done for the day.



Don't tangle with the trees. Go around.

EARN COLD CASH

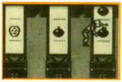
It's snow joke. Nobody knows who built the Snowmen in the middle of the course, but the boss wants them out of there. He'll pay you extra for each one that you knock over on your way down the mountain.



Some prankster made Snowmen all over the course. Bowl them over for more bucks.

DAY FOUR: IT'S A BLAST

On Day Four, the dummies go to a Bomb Factory, where they'll be responsible for Quality Control. Some bombs come down the conveyor belt already lit; Slick and Spin have to blow out the fuses before the bombs blow them to bits.



Blow out the fuse before the bomb explodes.

SLAMMIN' & JAMMIN'!!
SAVINGS
DAY'S PAY

Good QC checkers are slammin' and jammin'.

DAY FIVE: GUIDE THE MISSILES

Spin and Slick have their work cut out for them on Day Five. They'll be guiding guided missiles to their target while avoiding incoming missiles and contending with the gravitational pull of several space vortices. No problem.

Dodge the hostile fire of incoming missiles.

Guide your missiles straight into the target.

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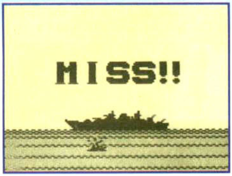
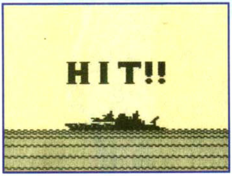
BATTLESHIP™

FROM BOARD GAME TO GAME BOY

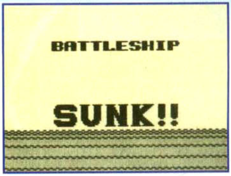
The classic board game that has entertained generations of battle strategists comes to Game Boy in a basic translation that is true to the original, right down to the ocean grid. Although a simple game by today's video standards, it retains the basic fun feel and remains an entertaining strategy challenge, especially in the two-player mode. Stages become progressively difficult, and more complex weapons and attack vehicles are added as the player advances. All in all, the game could keep Battleship fans entertained for a very long car trip.



MISS!!



HIT!!

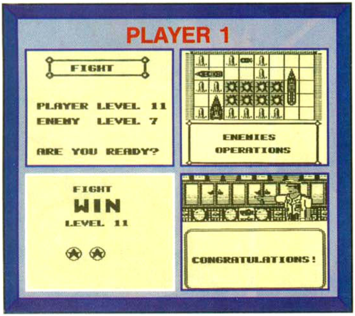


BATTLESHIP

SUNK!!

IT'S YOUR LINK TO CLASSIC BATTLESHIP ACTION

As with the board game, players view their own ocean grids and can only guess where their opponents have placed their ships. But with the Game Boy version, there's less opportunity for sneaking a peak over the dividing wall. Players can use Radar a limited number of times to try to pinpoint enemy ships. Without Radar, they have to systematically sweep the grid with whatever weapons they have to find and destroy the enemy fleet.



PLAYER 1

FIGHT

PLAYER LEVEL 11

ENEMY LEVEL 7

ARE YOU READY?

ENEMIES

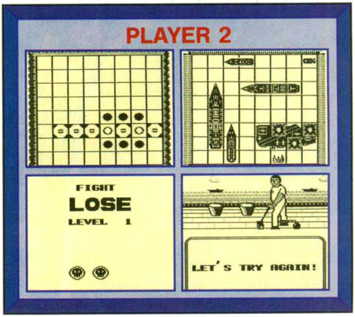
OPERATIONS

FIGHT

WIN

LEVEL 11

CONGRATULATIONS!



PLAYER 2

FIGHT

LOSE

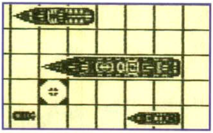
LEVEL 1

LET'S TRY AGAIN!

A MATTER OF STRATEGY AND LUCK

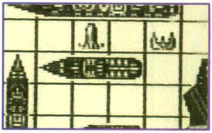
While you can strategically place your ships to try to deceive your enemy, a certain amount of luck is involved, as well. If your enemy gets lucky on an early shot and finds your ships, you'd better hope that you're lucky, too, or that you have some Radar sweeps remaining.

Battleship



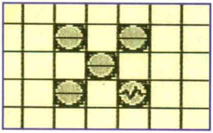
The formidable Battleship is your fleet's anchor. It covers five squares of the ocean grid and carries heavy weaponry.

Destroyer



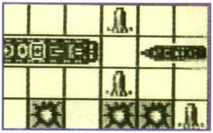
The powerful and maneuverable Destroyer fills three spaces on the grid and can take three enemy hits before going down.

Submarine



The strength of the tiny Submarine is that it can easily hide from enemy fire. Its weakness: One hit takes it out.

Frigate

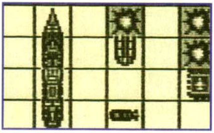


The Frigate completes your fleet for now. It's a quick ship that covers only two spaces on the grid, making it tough to find.

THE WAGES OF WAR

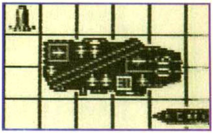
As you win battles and develop your battle strategies, you'll earn additional ships and learn to use new, more powerful weapons. Your weapons can be used only by the ships capable of carrying them, and the two fighter planes you get must be launched from the Aircraft Carrier.

THE CRUISER



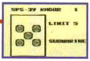
At Level 16, you'll earn the Cruiser, a bruiser that can take four hits and launch the Sea Sparrow and Tartar missiles.

THE CARRIER



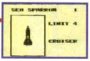
You get the massive Carrier at Level 32. It takes eight hits and serves as base for the F-4 Phantom and the F-14 Tomcat.

SPS-39 RADAR


SPS-39 RADAR 1
LIMIT 5
SUBMARINE

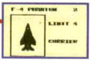
Pick up this enhanced Radar at Level 4. It covers five squares of ocean grid and spreads out farther than your other Radar did.

SEA SPARROW


SEA SPARROW 1
LIMIT 4
CRUISER

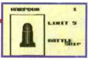
The Sea Sparrow missile, which you get at the end of Level 20, fires from your Cruiser and destroys a solid four-grid block.

F-4 PHANTOM


F-4 PHANTOM 2
LIMIT 4
CARRIER

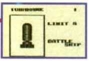
Earn this high-flier at Level 36. It takes off from the Carrier and can lay down four shots at once, anywhere you want them.

HARPOON


HARPOON 1
LIMIT 5
BATTLESHIP

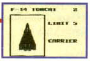
Pick up extra Harpoon missiles when Level 8 ends.

TOMAHAWK


TOMAHAWK 1
LIMIT 8
BATTLESHIP

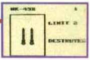
The Tomahawk from Level 24 wipes out eight squares.

F-14 TOMCAT


F-14 TOMCAT 2
LIMIT 5
CARRIER

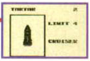
This fighter fires five times at anything you want.

MK-45II


MK-45II 1
LIMIT 2
DESTROYER

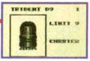
Add extra MK-45IIs to your arsenal at Level 12.

TARTAR

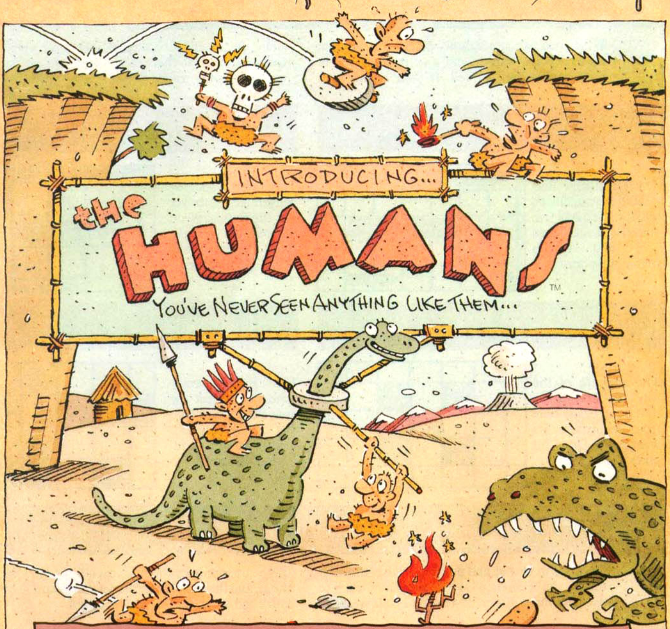

TARTAR 2
LIMIT 4
CRUISER

This missile from Level 28 spreads out four shots.

TRIDENT


TRIDENT D9 1
LIMIT 9
CARRIER

Use the Trident from Level 44 to fire nine shots.


INTRODUCING...
the HUMANS
TM
YOU'VE NEVER SEEN ANYTHING LIKE THEM...

STONE AGE ADVENTURERS

Imagine a down-scaled version of Lemmings with a Stone Age twist. In its newest release, the stony individuals at Gametek are offering a pretty cool Game Boy puzzle game. The object is to guide one of your available Humans to the goal in each level. The goal may be to pick up a certain item or to rescue a member of the Human tribe. Using items such as Spears, Torches, Ropes and Wheels, you can help the Humans survive the hazards of the prehistoric world. A password feature is definitely a bonus. You can always start over at the last level you completed with a full complement of Humans in reserve. Make sure to check out the manual, too. It's great reading!

THE CHIEF OF THE TRIBE SAYS...

LETS GET THE SPEAR

GOT THAT SPEAR!!!

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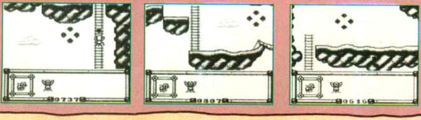
SCREEN SCAN

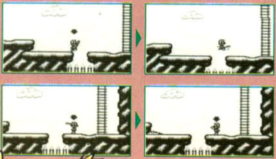
At the beginning of each level you can press Select and then press the directional key to scroll around the screen and view the terrain. You'll be able to see where you ultimately need to go and what you'll need to do to get your Humans there.



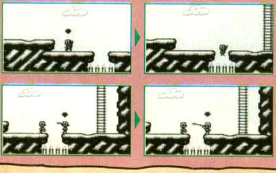
CAREFUL WITH THAT SPEAR!

Your Human will need a Spear to help him vault across gaps in the rocky terrain. Make sure the Human is standing on the very edge of the gap. He can then chuck the Spear back across the gap for other Humans to use. Be careful not to throw the Spear too hard and strike one of your fellow Humans! Also, don't underthrow the Spear or Torch or Rope, etc. They may fall down into a gap where you'll never be able to reach them again.

DO THIS

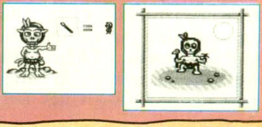


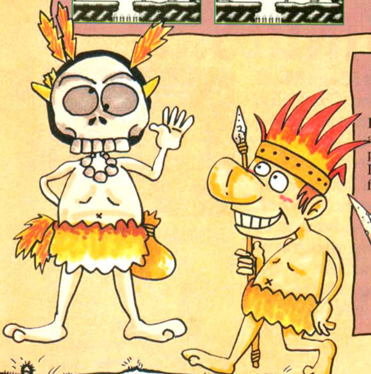
NOT THIS

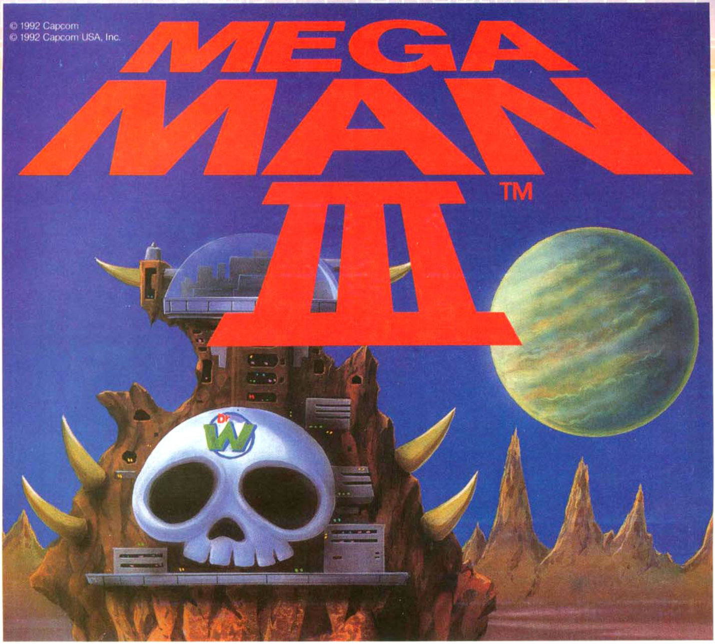


HUMAN SACRIFICE?

If your Human is running severely short on time or caught in a strange predicament and is in dire need of a special item, press Down and the Select Button to visit the tribe's Witch Doctor. The lives of your remaining Humans may be sacrificed for valuable items such as Spears and Torches.

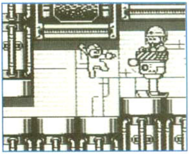


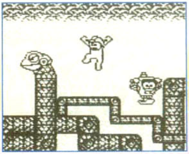



© 1992 Capcom
© 1992 Capcom USA, Inc.

THE SAGA CONTINUES...

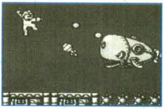
1993 looks like it's going to be a big year for Mega Man! The pathological and perennial arch-villain, Dr. Wily, appears to have a corner on the robot-reprogramming market, offering up an endless supply of radically altered mechanoids. Mega Man III for Game Boy, along with Mega Man V for the NES, should be hitting the store shelves early in the year. One has to wonder when a Super NES version of the blue bomber's adventures will materialize out of Capcom's top secret programming laboratories. We're still waiting–albeit a bit impatiently. However, for the time being, we're extremely pleased with what we've got. So here we go!





HERE WE GO AGAIN?

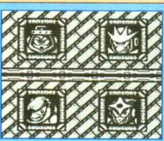
In previous Mega Man games, the task of getting through the stages was relatively easy when compared with defeating each of the stage bosses. With Capcom's third Game Boy release in the Mega Man series, it's turned around a bit. Now, the stages are more of a test. The enemies are more fierce and attack with deadly precision. Oddly, the boss characters seem a bit easier to defeat.



THE GAME AT A GLANCE

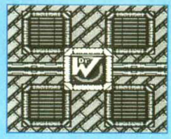
There are no major differences in the way this newest Mega Man game is constructed. You'll battle through a stage and then square off against a stage boss. You'll receive a password after each stage is completed.

FIRST ROUND



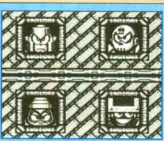
Spark Man, Gemini Man, Snake Man and Shadow Man are the first of Dr. Wily's evil creations that Mega Man will face off against. If you're a true fan, you'll remember these mechanical beings from the NES version of Mega Man III.

THE DOCTOR IS IN?



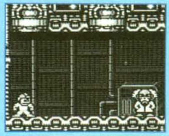
Mega Man's sleaze-ball arch rival, Dr. Wily, just happens (surprise!) to be at the root of the current problem. Mega Man is sure that he has concocted some sort of evil plans that involve the reprogramming of robots.

SECOND ROUND



Ready, willing and able to take a shot at the Mega one, Dive Man, Skull Man, Drill Man and Dust Man patiently wait their turn. The action gets very intense in the later stages of the game thanks to these clowns.

WHERE'D HE GO?

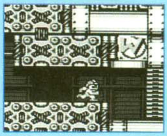


Dr. Wily teases Mega Man with his presence when the blue bomber makes it into his castle. However, Wily beats a hasty retreat to let Mega Man have at it with his newest creation: a powerful transformer called Punk.

WILY'S GUARDIAN

If Mega Man has Energy Tanks in reserve, Punk shouldn't be too much of a problem. Although Punk can't be damaged when he transforms into a saw blade, a Mega Buster blast to his normal form should send him reeling.

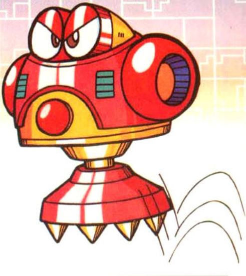
ANY DAY NOW!



After many, many battles, Mega Man will finally arrive at the area where Wily resides. It took a long time and the road was long, but a variety of weapons and health-restoring Energy Tanks helped make the trip more manageable.

MEGA HIGHLIGHTS

For those familiar with Mega Man games (which seems to be just about every game player around), you'll find the same kind of terrain that you have come to know and love. Mega Man will traverse everything from the rockiest rocks to the scales of a mechanical snake. We won't be mapping the stages out for you, but we'll hit the highlights!

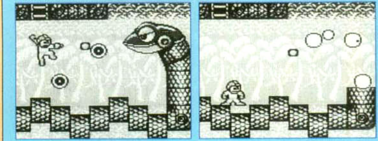


SNAKE MAN

This slithering stage is a good place for Mega Man to begin his mission. As you move through this stage, and any other stage, hold down the B Button to keep the Mega Buster ready.

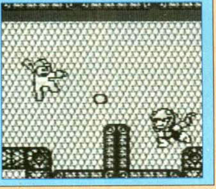
SNAKEY ATTACK

Whoa! There aren't many enemies in the video game realm who can match the impressive proportions of Snakey. Use the undulating motion of Snakey's body to help Mega Man leap up and shoot the gigantic beast in the head.



POW! One final shot and Snakey explodes with a violent burst. Now Mega Man can move on!

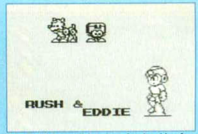
WELCOME TO THE SNAKE PIT



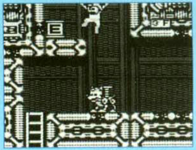
Before entering the Snake Pit, hold down the B Button to charge up the Mega Buster. When the battle begins, you'll have a Mega Buster shot ready to go! Let him have it and keep pelting him with regular shots and an occasional Mega Buster blast. You can jump over the small snakes, but contact with Snake Man is almost inevitable.

SPARK MAN

All things electric are what turn Spark Man on. Mega Man will find many electrifying and dangerous obstacles as he makes his way through Spark Man's Stage.



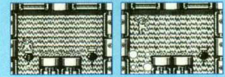
The Rush Coil will be along for the ride after defeating Snake Man.



With the help of the Rush Coil, Mega Man can snag more precious items.

SHADOW MAN

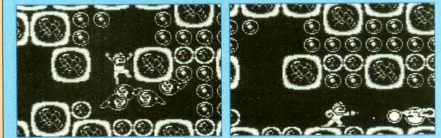
Time-bombs and industrial-sized mosquitoes are just some of the hazards Mega Man will encounter in the confines of Shadow Man's shady territory. Jump up when the ticker on the time-bombs hits zero.



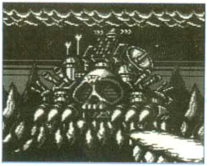
"Ha! I'll just jump up and out of harm's way!"

POLES

The Pole Eggs will hatch into full-fledged Poles if they are shot. Mega Man can take out a whole row of Poles with one single Mega Buster blast. However, a larger supply of valuable Power-Up items are bound to appear if they are destroyed one at a time.

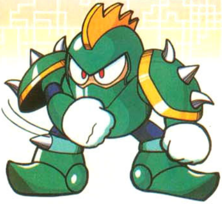


WHOOSH! The Mega Buster can take out a whole row of Poles in one shot.



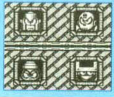
ONE STEP CLOSER TO WILY

When the first four robot bosses are taken care of and put in their proper places, Mega Man gets a sneak preview of Dr. Wily's newest digs, his castle fortress. The lightning will flash and the thunder will roar, but Mega Man's brief glimpse of his destiny doesn't count for too much. He's got many more battles to fight first, including a fierce confrontation with an enraged new enemy, Giant Suzy, in an enclosed corridor.



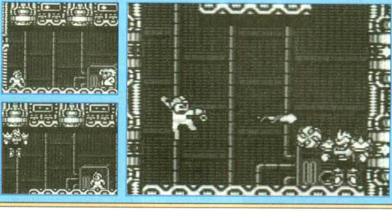
THE FINAL FOUR?

Fresh from their appearance in the NES powerhouse game, Mega Man IV, Dive Man, Skull Man, Drill Man and Dust Man are in the house! They're fully Powered-Up and ready for action. Their respective stages are packed full of Dr. Wily's diabolical mechanical creations. Mega Man will have to put forth his best effort to make it past these four robotic kingpins. As a whole, they are much more difficult to defeat than the first four stage bosses.



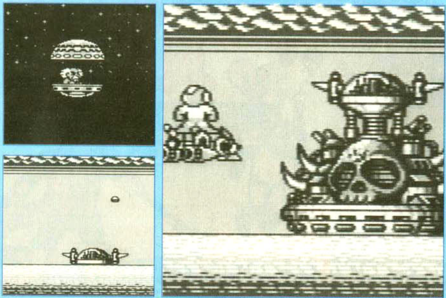
CORNERED!?!

At last, Wily is within reach! Can it be true? Uh oh! Not yet. Punk, Wily's latest mutant creation, and one seriously bad dude, will try to slice Mega Man to pieces.



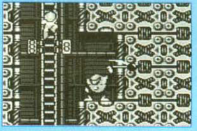
AFTER THAT SHIP!

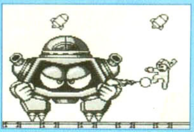
After defeating Punk, Mega Man gets the Screw Crusher. Wily, with eyebrows raised in disbelief, must be feeling threatened by Mega Man's presence because he takes off for his castle in his spaceship. Mega Man will mount up on Rush Jet and will be hot on his heels, though! Various weapons can be used in Wily's Castle, but the Screw Crusher is a weapon that will be important to have for the final confrontation with Wily.



IS HE IN THERE?

Finding Dr. Wily in his castle is easier said than done! When his ship is found, blast the lower part of the eyes to get Wily to show his face. Don't let the ship land on you and watch out for those missiles!





Mega Buster shots work great on Dr. Wily's maniacal contraption.

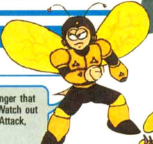
MEGA MAN ENEMIES ROBOT

YOU'D BE WISE TO SURRENDER TO OUR

ROBOTS OF THE FUTURE

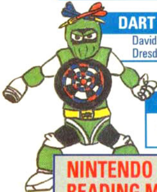
With each new Mega Man game Capcom releases, we're all on the edge of our seats waiting to find out what new bosses will be on hand to confront and test the powers of the mega-est hero of all, Mega Man! Judging from the responses we got from you, there won't be a shortage of new boss robot ideas for Capcom to choose from. The people at Nintendo Power and Capcom would like to thank every person who took the time to design, draw and send in their ideas. There aren't any guarantees that the robot designs featured on these pages will actually appear in a future Mega Man game, but it certainly wouldn't surprise us if they did!

CUTMAN
GUTSMAN
SELECT STAGE
PRESS START
ICEMAN
FIREMAN
BOMBMAN
BUBBLE MAN
AIR MAN
QUICK MAN
HEAT MAN
DR. WILY
WOOD MAN
METAL MAN
FLASH MAN
CRASH MAN
PRESS START
TONE MAN
GRAVITY MAN
CRYSTAL MAN
CHARGE MAN
NAPALM MAN
WAVE MAN
STAR MAN
GYRO MAN

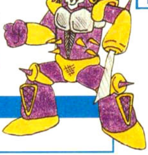


BEE MAN
Yusef Cardiel
San Francisco, CA

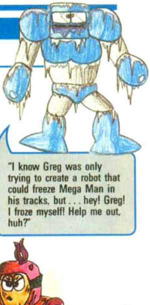
"You can bet your last stinger that I ain't makin' no honey! Watch out for my Yellow and Black Attack, Mega Man!"



DART MAN
David Nelson
Dresden, NY

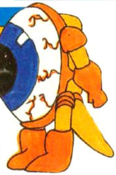


BLADE MAN
Jason Hundley
Collinsville, VA

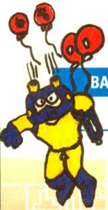


FREEZE MAN
Greg Hill
Cherry Hill, NJ

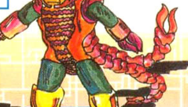
"I know Greg was only trying to create a robot that could freeze Mega Man in his tracks, but . . . hey! Greg! I froze myself! Help me out, huh?"



OPTIC MAN
Tom
Melgaard
Phoenix, AZ



BALLOON MAN
Sara Wischnewski
Wilkes-Barre, PA



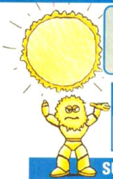
SCORPION MAN
Paul Benedict Jr. & Tom McNamara III
Broomall, PA

NINTENDO POWER EDITOR LAST SEEN READING MEGA MAN CONTEST ENTRIES

We surrender! When we finally manage to burrow our way out of the pile of robot designs you sent to us, we'll pass along each and every one of them to Capcom. Many thanks!

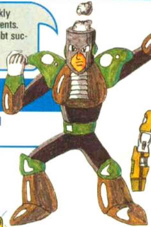
Design CONTEST

MANY POWERS, MEGA MAN, BEFORE IT'S TOO LATE!



SUN MAN

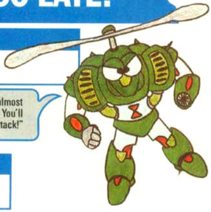
Mark Lopez
Pinedale, CA



"I have a way of quickly 'exhausting' my opponents. Mega Man will no doubt succumb to my Smoke Bomb Attacks."

SMOKE MAN

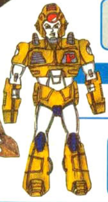
Ulyesses Johnson II
Pensacola, FL



COPTER MAN

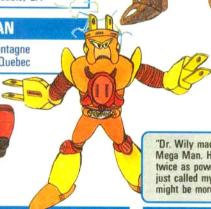
Phil Rivera
Haledon, NJ

"I have the ability to attack from almost any angle. Watch out, Mega Man. You'll never know what hit you after I attack!"



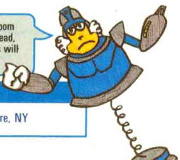
PLASMA MAN

Gerson Sanchez
Brooklyn, NY



VOLT MAN

Marcel LaMontagne
Ste. Helene, Quebec



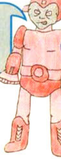
"I'm gonna bounce all over my room until I land on your puny little head, Mega Man! My super-long jumps will propel me to an easy victory!"

SPRING MAN

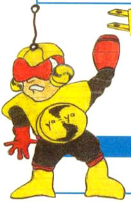
Michael Rocco Kenmore, NY

CLONE MAN

Ty Stalnaker
Longwood, FL



"Dr. Wily made me just like that fool, Mega Man. However, my Mega Buster is twice as powerful. Hey, wait a minute! I just called myself a fool. Hmmm. This might be more difficult than I expected."

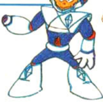


YO-YO MAN

Andy Adams
Sandusky, OH

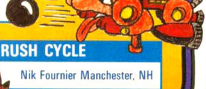
DIAMOND MAN

Jose Daniel De Hoyos
Deltona, FL



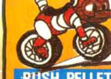
A DIFFERENT BREED OF DOG

Mega Man's ol' mechanical canine pal, Rush, has apparently learned some new tricks. Mega Man can certainly use Rush's improved mobility and firepower boost.



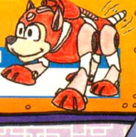
RUSH CANNON

Gregg Wilson
Corpus Christi, TX



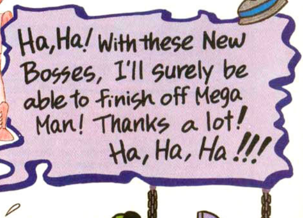
RUSH CYCLE

Nik Fournier Manchester, NH

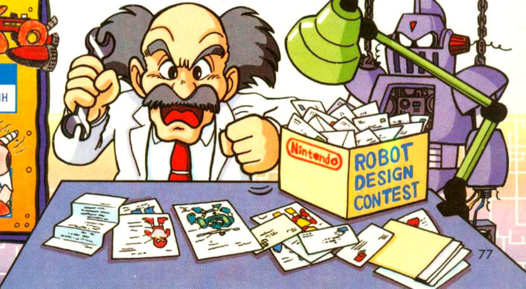


RUSH PELLET GUN

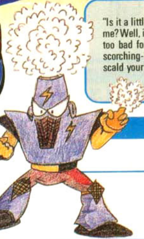
Scott Koehler
Oceanside, NY



Ha, Ha! With these New Bosses, I'll surely be able to finish off Mega Man! Thanks a lot! Ha, Ha, Ha!!!



You're Toast, Mega-Dweeb!



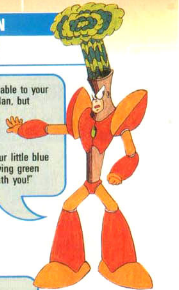
"Is it a little hot in here, or is it just me? Well, it must just be me! That's too bad for you, Mega Fool. My scorching-hot Steam Bombs will scald your blue hide when you try to jump over me."

STEAM MAN

Thurston Long
Kansas City, MO

ATOM MAN

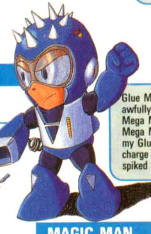
Logan Addington
Burton, MI



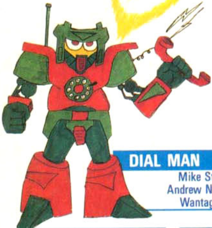
"I may be vulnerable to your attacks, Mega Man, but you'll pay the price if you get in the way of my Radioactive Cloud Attack. Your little blue suit will be glowing green when I finish with you!"

GLUE MAN

James Yan
Carmel, IN

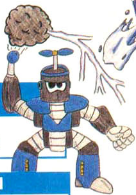


Glue Man presents an awfully sticky situation for Mega Man. "First, I'll paste Mega Man with a blast from my Glue Cannon. Then, I'll charge and bash him with my spiked head!"



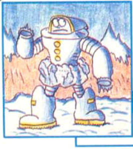
DIAL MAN

Mike Stern &
Andrew Namius
Wantagh, NY



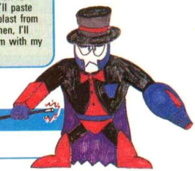
STORM MAN

Herman Lau
Edmonton, AB



FROST MAN

Scott Machicote
West Islip, NY

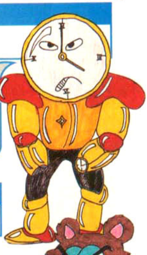


MAGIC MAN

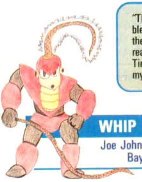
Jason Clayton
St. Marys, OH

CLOCK MAN

Evan Cosman
Melbourne, FL



"The clock struck four and I blew Mega Man back out the door! Flash Man didn't really know how to use the Time Stopper, but I do. It's my specialty!"



WHIP MAN

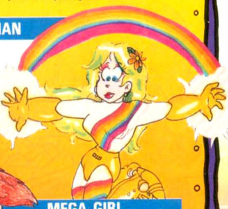
Joe John Guerrero
Baytown, TX

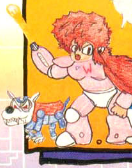
LADIES ONLY

Mega Man's "better half," also known as "Roll," seems to be commanding a great deal of attention from many Mega Man aficionados. Maybe the time has come for her to finally see some combat action! Wily may not be expecting it.

MEGA WOMAN

Maxime Mercier
LaTuque,
Quebec



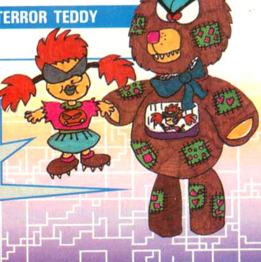


MEGA GIRL

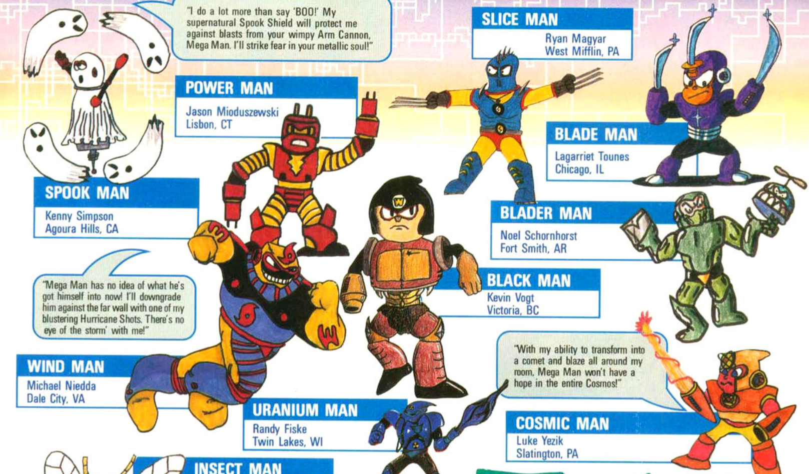
Matt Cargile
Lewiston, ME

WEASELETTA & TERROR TEDDY

Grayson Shuler
Madison, NC



"I'm not daddy's little girl. I'm daddy's MEAN little girl!" Dr. Wily's daughter is a terror! This is especially true when she climbs aboard her robotic toy of destruction, Terror Teddy! "My daddy will always come back for more . . . and so will I!"



"I do a lot more than say 'BOO!' My supernatural Spook Shield will protect me against blasts from your wimpy Arm Cannon, Mega Man. I'll strike fear in your metallic soul!"

SLICE MAN
Ryan Magyar
West Mifflin, PA

POWER MAN
Jason Mioduszewski
Lisbon, CT

BLADE MAN
Lagarriet Tounes
Chicago, IL

SPOOK MAN
Kenny Simpson
Agoura Hills, CA

BLADER MAN
Noel Schornhorst
Fort Smith, AR

"Mega Man has no idea of what he's got himself into now! I'll downgrade him against the far wall with one of my blustering Hurricane Shots. There's no eye of the storm' with me!"

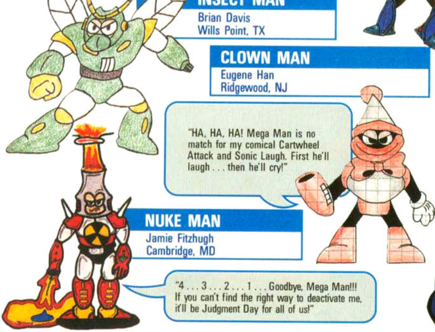
BLACK MAN
Kevin Vogt
Victoria, BC

"With my ability to transform into a comet and blaze all around my room, Mega Man won't have a hope in the entire Cosmos!"

WIND MAN
Michael Niedda
Dale City, VA

URANIUM MAN
Randy Fiske
Twin Lakes, WI

COSMIC MAN
Luke Yezik
Slatington, PA



INSECT MAN
Brian Davis
Wills Point, TX

CLOWN MAN
Eugene Han
Ridgewood, NJ

"HA, HA, HA! Mega Man is no match for my comical Cartwheel Attack and Sonic Laugh. First he'll laugh . . . then he'll cry!"

NUKE MAN
Jamie Fitzhugh
Cambridge, MD

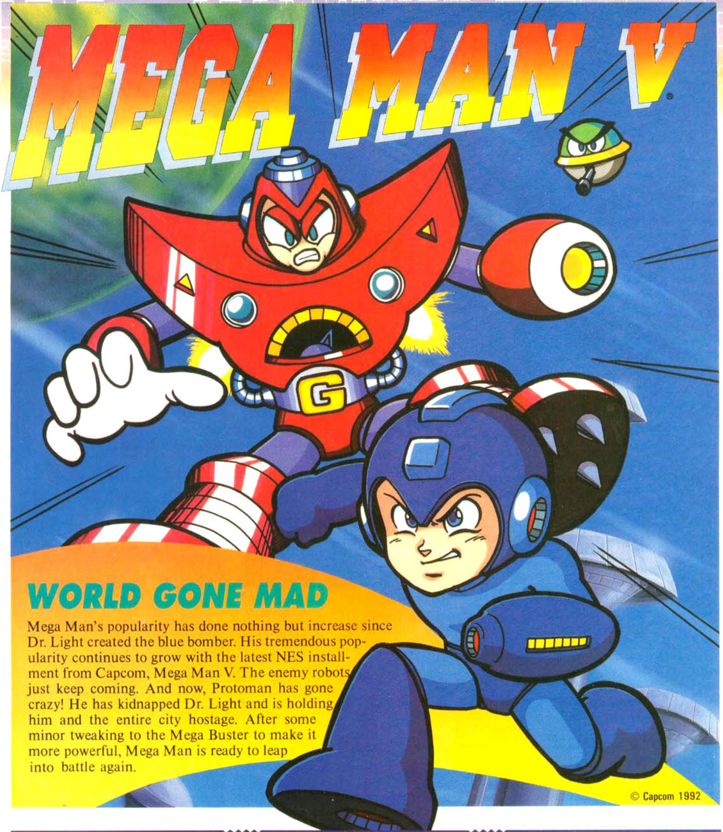
"4 . . . 3 . . . 2 . . . 1 . . . Goodbye, Mega Man!!! If you can't find the right way to deactivate me, it'll be Judgment Day for all of us!"

Nice try guys, but you'll have to try harder. See ya next time around.

FROM HERE...IT'S UP TO CAPCOM!

Some of the boss robots that appear in Mega Man V were the result of a design contest, similar to this one, that was held recently in Japan. Check out the Mega Man V review in this issue to see how these robots measure up. If we're lucky enough to see a Mega Man VI from Capcom, we just might see some of these designs included. Needless to say, we can't wait! Can you? We didn't think so.

MEGA MAN V®



WORLD GONE MAD

Mega Man's popularity has done nothing but increase since Dr. Light created the blue bomber. His tremendous popularity continues to grow with the latest NES installment from Capcom, Mega Man V. The enemy robots just keep coming. And now, Protoman has gone crazy! He has kidnapped Dr. Light and is holding him and the entire city hostage. After some minor tweaking to the Mega Buster to make it more powerful, Mega Man is ready to leap into battle again.

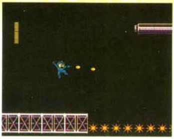
© Capcom 1992

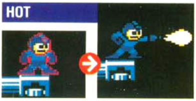
THE VENGEANCE OF PROTOMAN!?!

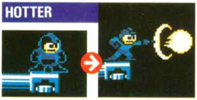
Protoman's heinous spree of destruction has left the entire city in shambles and virtually powerless against further attack. In desperation, Dr. Cossack calls Mega Man back into action. Mega Man has a keen interest in stopping Protoman because the red-caped traitor has kidnapped Dr. Light. Protoman also appears to have deployed eight new ruthless robot masters at sites throughout the city and is encouraging them to destroy it. Mega Man knows that if he's going to rescue Dr. Light, he'll have to thrash the robot masters first!

MEGA BUSTER POWER

By holding down the B Button for several seconds, Mega Man can charge up his Arm Cannon in preparation for unleashing a powerful Mega Buster blast. To a certain extent, the longer you hold the B Button, the more powerful the blast. Charge up the Mega Buster to prepare for approaching enemies.

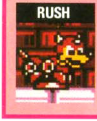


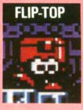


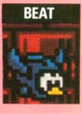


COMPANY ROBOTS

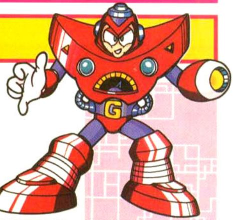
Rush, Mega Man's computer canine helper, returns. So does Dr. Light's cybernetic suitcase, Flip-Top. A new attack robot named Beat can also help if Mega Man collects the letters M E G A M A N V.


RUSH

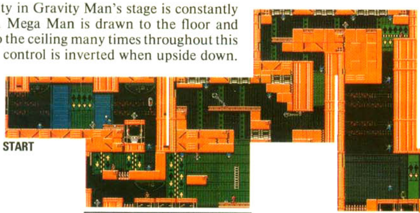

FLIP-TOP

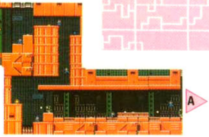

BEAT

GRAVITY MAN STAGE



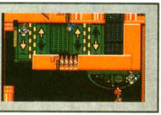
The gravity in Gravity Man's stage is constantly changing. Mega Man is drawn to the floor and then up to the ceiling many times throughout this stage. All control is inverted when upside down.

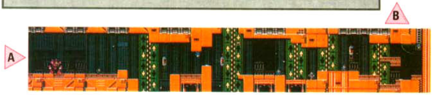




GRAVITY ROLL

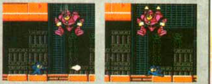
When Mega Man crosses one of the highlighted arrows, depending on its direction, the gravitational pull will reverse and he will flip around. It takes a while to get the control down, but it's really not as difficult as it at first seems.

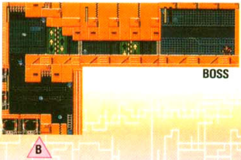




BUST AND SLIDE

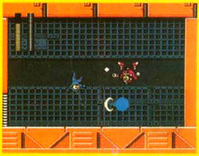
This large robot is very powerful. Mega Man won't last long if he comes in contact with this behemoth. Use a few Mega Buster blasts or a weapon that has a long range attack. Better yet, slide under him and run away!



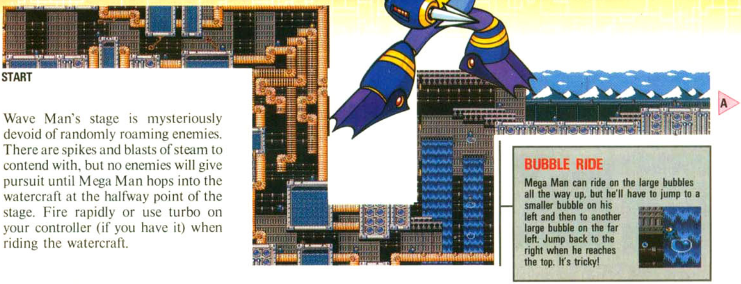


GRAVITY MAN

The key to defeating Gravity Man is to stay on the opposite side of the room and time your shots extremely well. Another key to survival is to avoid the shots from his deadly-accurate Arm Cannon. When his gravitational orientation changes, so will Mega Man's. Constantly hold down the B Button to charge up the Mega Buster and fire off a blast at the gravity master when you are undergoing a change in gravity. Don't get dizzy!



WAVE MAN STAGE



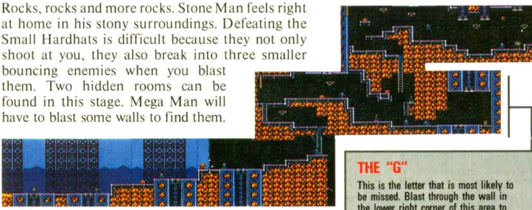
Wave Man's stage is mysteriously devoid of randomly roaming enemies. There are spikes and blasts of steam to contend with, but no enemies will give pursuit until Mega Man hops into the watercraft at the halfway point of the stage. Fire rapidly or use turbo on your controller (if you have it) when riding the watercraft.

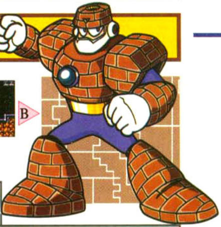
BUBBLE RIDE

Mega Man can ride on the large bubbles all the way up, but he'll have to jump to a smaller bubble on his left and then to another large bubble on the far left. Jump back to the right when he reaches the top. It's tricky!

STONE MAN STAGE

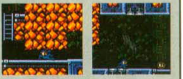
Rocks, rocks and more rocks. Stone Man feels right at home in his stony surroundings. Defeating the Small Hardhats is difficult because they not only shoot at you, they also break into three smaller bouncing enemies when you blast them. Two hidden rooms can be found in this stage. Mega Man will have to blast some walls to find them.





THE "G"

This is the letter that is most likely to be missed. Blast through the wall in the lower right corner of this area to find the hidden letter. If you don't get it, you can't use Beat.

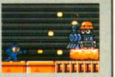


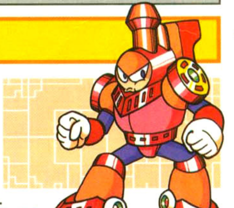
CHARGE MAN STAGE

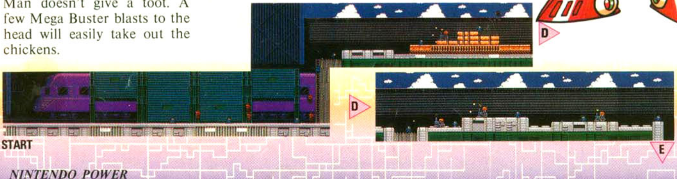
Mega Man is going up the rails on a crazy train! Charge Man now rules the railways in the city. He enjoys deploying smaller locomotives and, oddly enough, fat mechanical chickens who hatch quick, limber-legged eggs. However, Mega Man doesn't give a toot. A few Mega Buster blasts to the head will easily take out the chickens.

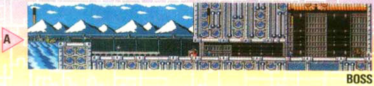
LOCO-MOTIVES

This is the best angle from which to defeat the locomotives. Any other angle leaves Mega Man in a dangerous position. A single shot is all he needs to take them out.



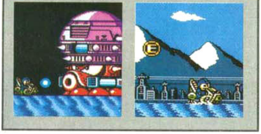






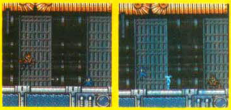
THE MEGA SKI

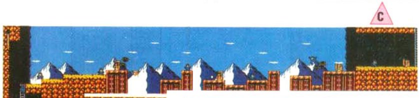
A nuclear-powered watercraft is waiting for Mega Man halfway through Wave Man's stage. A huge mechanical sea creature will appear from the depths. Mega Man must find the weak spot in the forehead area to defeat it. The "E" that Mega Man needs to collect can be found after defeating the sea creature.

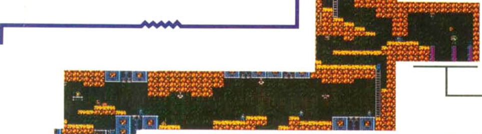


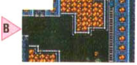
WAVE MAN

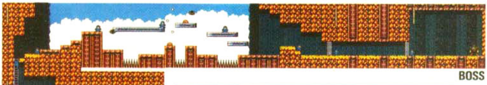
The key to defeating Wave Man is knowing that he will fire a harpoon right after each water spout disappears. Stay relatively close to him and slide under when he jumps over you. Keep the Mega Buster hot.

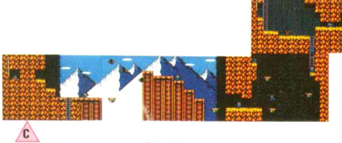










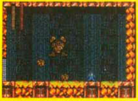


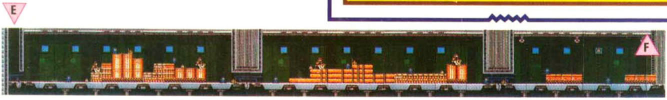
THE "M" CAN

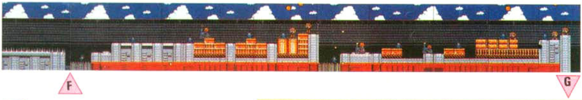
Entering this hidden room, Mega Man sees a Mega Tank. If he uses it, not only will his Energy be restored, but the Energy Level of each weapon will also be restored. There aren't many tanks to find.

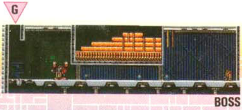
STONE MAN

If Mega Man runs too far away from the rock-chuckin' Stone Man, he'll get into trouble. However, if he stays fairly close and quickly slides under the rocky boss, he should be able to avoid getting hit. Don't jump and fire, just stay on the ground and turn to fire at Stone Man when he lands from one of his jumps.



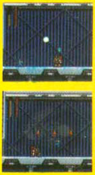




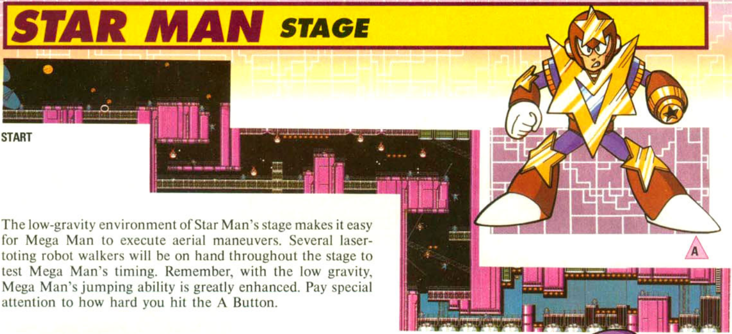


CHARGE MAN

This choo-choo can be rather difficult to defeat. When his color turns to dark red, don't shoot him—he's invincible. Just dodge the three flaming rocks that fall from above and charge up the Mega Buster to nail him when he changes back to his original color. Jump over him when he charges at you.

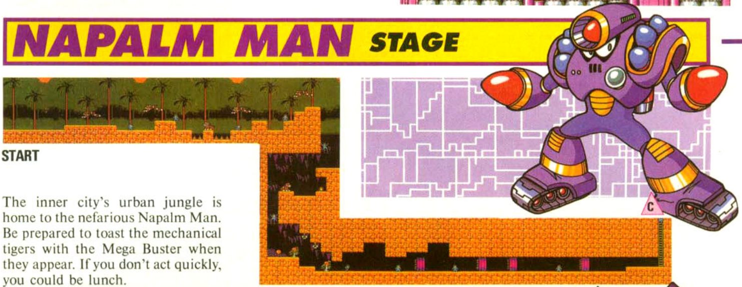


STAR MAN STAGE



The low-gravity environment of Star Man's stage makes it easy for Mega Man to execute aerial maneuvers. Several laser-toting robot walkers will be on hand throughout the stage to test Mega Man's timing. Remember, with the low gravity, Mega Man's jumping ability is greatly enhanced. Pay special attention to how hard you hit the A Button.

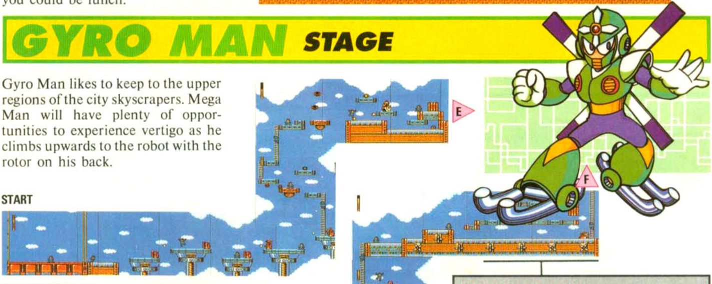
NAPALM MAN STAGE

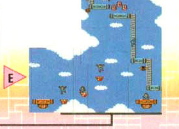


The inner city's urban jungle is home to the nefarious Napalm Man. Be prepared to toast the mechanical tigers with the Mega Buster when they appear. If you don't act quickly, you could be lunch.

GYRO MAN STAGE

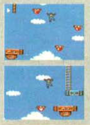
Gyro Man likes to keep to the upper regions of the city skyscrapers. Mega Man will have plenty of opportunities to experience vertigo as he climbs upwards to the robot with the rotor on his back.





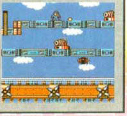
HOVER PLATFORMS

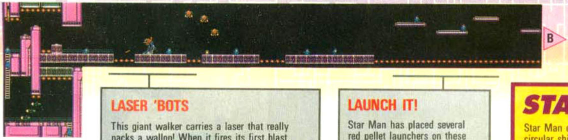
Don't be afraid of these platforms. The first two rise straight up. Just jump to the next one. Initially, the third platform appears too far out from the ledge to be able to make the jump, but it moves diagonally, so it's not a problem.



GO UP, BLUE MAN!

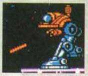
Mega Man can choose any of the three available paths to take in this area. It's easiest to take the upper route. He'll only have to deal with one cannon. The flying pods will give chase, but they shouldn't be a big problem.





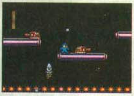
LASER 'BOTS

This giant walker carries a laser that really packs a wallop! When it fires its first blast, jump up and rapidly fire the Arm Cannon as you return to the structure. You'll have to hit the robot in its "eye."



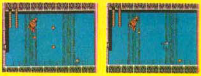
LAUNCH IT!

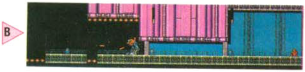
Star Man has placed several red pellet launchers on these moving platforms. Remember, Mega Man has increased jumping ability here, so jump as high and as far as you can to avoid the obstacles.



STAR MAN

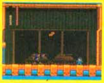
Star Man can and will protect himself with a circular shield of stars. He will jump up and move from one side of the room to the other. When Star Man pauses, he will let loose with his Star Shield Attack and cast off his protection at Mega Man. At this time, Mega Man should jump up and shoot at Star Man. Star Man's pattern of movement is fairly easy to see.

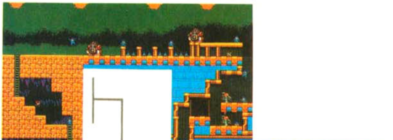


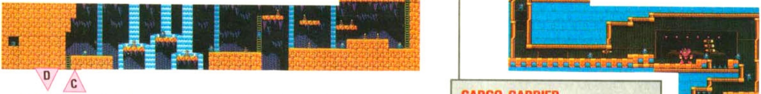


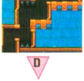
NAPALM MAN

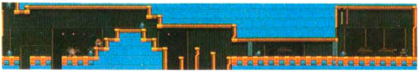
When Napalm Man shoots his napalm, run under the blast and shoot him repeatedly. Slide under him when he jumps over you and wait for him to shoot again. When he does, run toward him again with the Mega Buster blazing!









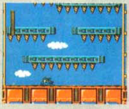


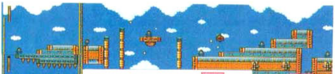
CARGO CARRIER

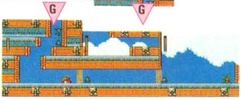
Fliptop, Dr. Light's cybernetic suitcase, will appear in this area and deliver its valuable contents to Mega Man. Collect it and move on!

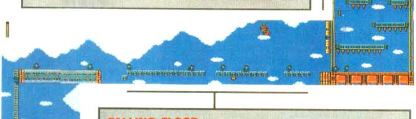
SLIDE UNDER SPIKES

It's not absolutely necessary to slide under the spikes, but it gives Mega Man more time to prepare himself for the jump up to the next level. Don't hesitate here.



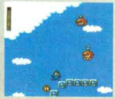






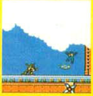
FALLING FLOOR

To get the inconveniently-placed "A" in Gyro Man's stage, stand on the platform just above the letter. When the platform falls, wait until you get the A and then jump to the right and quickly move on. If Mega Man really wants the letter, he'll have to use precise timing!



GYRO MAN

Gyro Man has two methods of attack. He'll drop down from the clouds to land on Mega Man. This attack is avoided by sliding to the side. Be prepared to jump over Gyro Man's powerful rotors when he throws them at you. Prepare yourself for the attack by charging up the Mega Buster when he flies up into the clouds.

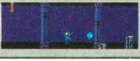


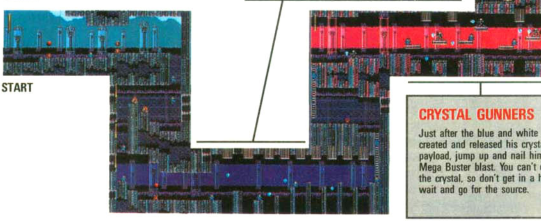
CRYSTAL MAN STAGE

Crystal Man's stage just may be the most difficult of the first eight stages. Slow and steady progress with ample and accurate use of the Mega Buster is the best way to reach Crystal Man's lair. Study the map to find the available Energy Tank and Mega Tank.

FALLIN' GEMS

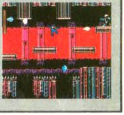
Wait for a crystal to drop down from the chute. Jump quickly to the next platform just after it drops.





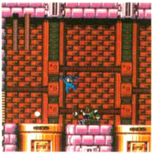
CRYSTAL GUNNERS

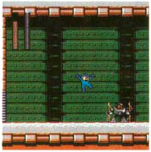
Just after the blue and white robot has created and released his crystal payload, jump up and nail him with a Mega Buster blast. You can't damage the crystal, so don't get in a hurry—wait and go for the source.

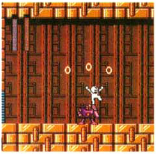


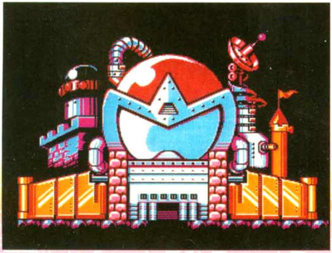
PROTOMAN STAGE

After defeating all eight of the robot masters, Mega Man will be whisked off to Protoman's stage. The area guardians will give Mega Man a run for his money. This is where the Energy Tanks and 1-Ups that you had collected in the previous stages will pay off. Of course, use them only if absolutely necessary. The purple boss shown below is very tough. He'll stop you in your tracks with a freeze ray. Avoid it—there's nothing you can do when you're frozen.



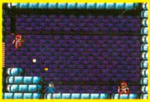


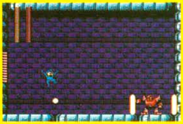


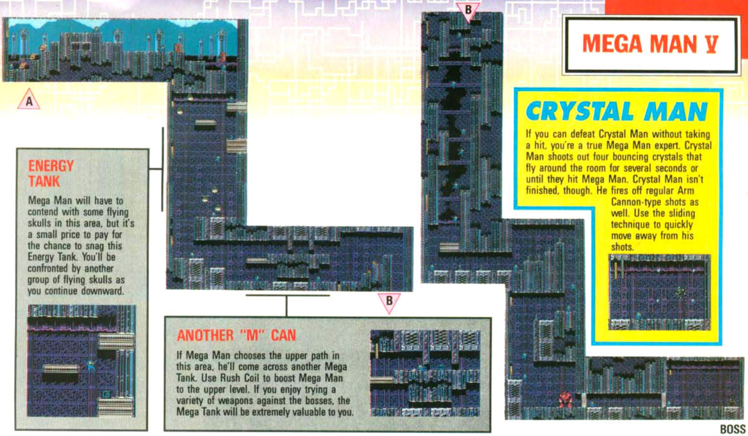


PROTOMAN

Wait a minute! What's this? A trick? A ploy? A dupe? Yes! It now appears that Protoman has been framed. But by whom? The real Protoman arrives just in time to help Mega Man uncover the truth. The false Protoman now reveals his true self: a mechanical demon with a serious attitude problem! Jump over his energy shots and energy bars and blast him with the Mega Buster. Jump over the energy bars when they return to the evil one. Repeat the process.







CRYSTAL MAN

If you can defeat Crystal Man without taking a hit, you're a true Mega Man expert. Crystal Man shoots out four bouncing crystals that fly around the room for several seconds or until they hit Mega Man. Crystal Man isn't finished, though. He fires off regular Arm Cannon-type shots as well. Use the sliding technique to quickly move away from his shots.

ENERGY TANK

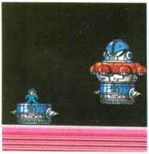
Mega Man will have to contend with some flying skulls in this area, but it's a small price to pay for the chance to snag this Energy Tank. You'll be confronted by another group of flying skulls as you continue downward.

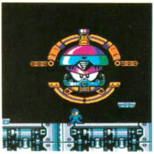
ANOTHER "M" CAN

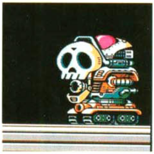
If Mega Man chooses the upper path in this area, he'll come across another Mega Tank. Use Rush Coil to boost Mega Man to the upper level. If you enjoy trying a variety of weapons against the bosses, the Mega Tank will be extremely valuable to you.

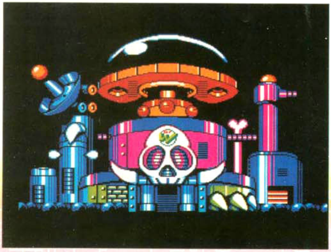
DR. WILY STAGE

You knew it all along. Dr. Wily had to be the source of the problems. Amazingly, time after time, he keeps coming back for more. When will he ever learn? One thing he has learned, however, is how to make his robots more powerful and more destructive. All of the boss robots in Dr. Wily's stage are huge. And MEAN! Several of Mega Man's weapons will work on the bosses, but you'll find the Mega Buster to be the best choice.



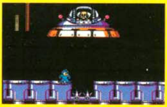


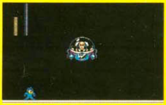




DR. WILY

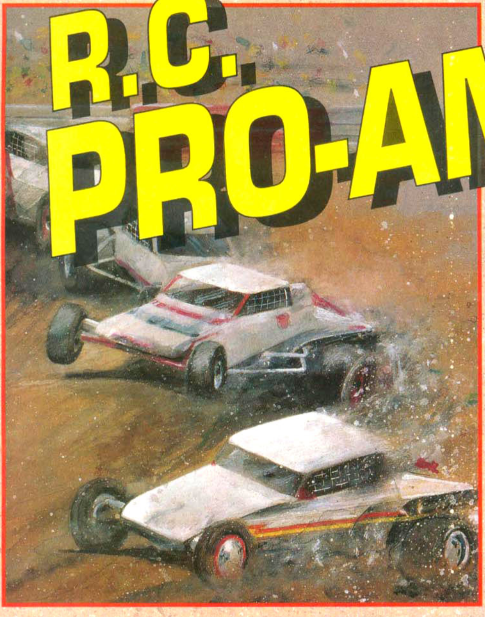
Wily's ship will go through a few transformations as Mega Man whittles it down with his weapons. Concentrate on aiming for the glass shell surrounding Wily's cockpit. Before you begin the final battle, make one last check on your Energy Tank reserves to gauge your total energy supply. You are guaranteed to receive a lot of damage if you touch Wily's ship. At this level, it may be better to lose a life than use an Energy Tank. Fire from a distance!





© 1992 RARE

R.C. PRO-AM II™



FEEL THE HEAT

Grab your radio controller and get down to the track in this hot new racing sequel from Tradewest! These nicad beauties are fast and you'll never have to worry about running low on batteries, so round up some friends and get ready for some intense racing action in R.C. Pro-Am II!

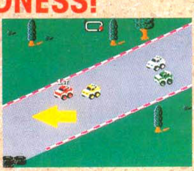
HIGH SPEED RACING ACTION

It's back, it's tougher, and it's better than before! R.C. Pro-Am II has 24 grueling tracks filled with mind-boggling obstacles both in the air and on the ground. It'll take a skilled driver to avoid these obstacles and still gain enough points to win the R.C. Championships. Do you have nerves of steel and a road warrior mentality? If so, then rock and roll . . . take home the championship trophy.

PRO II AM
© 1992 RARE.

4-PLAYER MADNESS!

Nothing could be better than a nice friendly racing game . . . NOT! Load up your car with weapons and get ready to blast away. It's every driver for himself. Your car may be slow, but it's loaded to the teeth with weapons. Pick the right moment, then blast your buddy to smithereens with a missile or steal his cash with some stinging buckshot.

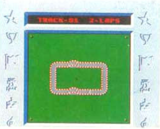


HERE'S HOW IT WORKS!

Because only the top three finishers are allowed to continue to the next race, you'll need to have excellent pre-race preparation and some early success to have a lasting career in R.C. racing. Save your cash for items that make a big difference!

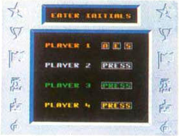
TRACK PREVIEW

Use the Track Preview to map out the jumps and hairpin turns that can cause you trouble during the race. You can also use the smaller track radar located at the top of the screen to see where your next obstacle is or where your competitors are.


TRACK-01 2-LAPS

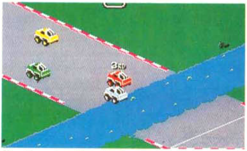
REGISTRATION

If you register your name as "NES" or "DMG", you can either power up your car right away with an easy $5,000 or extend your racing career with an extra continue.

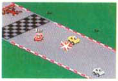

ENTER INITIALS
PLAYER 1 N E S
PLAYER 2 PRESS
PLAYER 3 PRESS
PLAYER 4 PRESS

RACE TIME

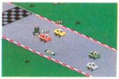
Here's where the challenge begins. During the race you'll have to avoid the obstacles that can slow your car down but still be able to collect the bonus items that can help you improve your car's performance.



Clear the water with a nitro boost.



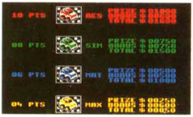
Watch out for the falling bombs!

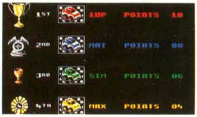


It's a one-lap sprint for this 1-Up!

RACE RESULTS

Each player receives championship points and cash prizes at the end of each race. However, if you don't finish in the top three places you'll either have to use a "continue" to enter the next race or end the game.


10 PTS
NES
08 PTS
SIM
PRIZE $ 00750
TOTAL $ 01500
06 PTS
MAT
PRIZE $ 00500
BONUS $ 00500
TOTAL $ 01000
04 PTS
MAX
PRIZE $ 00250
BONUS $ 00600
TOTAL $ 00850


1ST
1UP
POINTS 10
2ND
MAT
POINTS 08
3RD
SIM
POINTS 06
4TH
MAX
POINTS 04

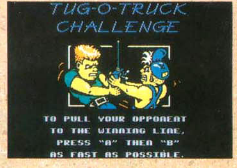
MODEL SHOP

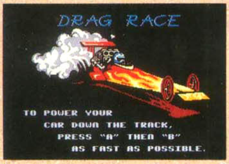
With some hard earned cash from your successful racing career, you can visit the R.C. Model Shop to improve your car's performance and arsenal of weapons. Since some items are really expensive, it may be wise to save your cash during the early races so that you can buy the more expensive items that you're sure to need later.

	MOTOR	Pull away from your competition and improve your top speed with a more powerful motor.
	TIRES	Buying better tires will allow you to corner tighter at higher speeds.
	GUNS	Slow down your competitors or prevent them from finishing the race with these weapons.
	EXTRA	You'll find supplies for your weapons and a few other surprises here.
	RACE	Now that you're all geared up and ready to go, let's get out to the track!

SPECIAL EVENTS

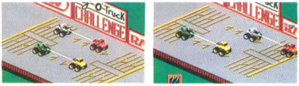
Power up your fingers and get ready for fast and furious bonus games! After completing each round of eight tracks, you'll enter a bonus round. Earn additional prizes and championship points by getting to the finish line first. You can also earn a 10-point time bonus for every second you have left on the clock once you've crossed the finish line.


TUG-O-TRUCK
CHALLENGE
TO PULL YOUR OPPONENT
TO THE WINNING LINE,
PRESS "A" THEN "B"
AS FAST AS POSSIBLE.


DRAG RACE
TO POWER YOUR
CAR DOWN THE TRACK,
PRESS "A" THEN "B"
AS FAST AS POSSIBLE.

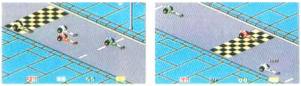
TUG-O-TRUCK

A battle of strength (or fast fingers), the Tug-O-Truck competition awards points and prizes to the first truck to cross the finish line.


A quick start will help you to finish first and fast.

DRAG RACE

This quarter-mile sprint has a special bonus for those who can reach maximum speed. One thousand dollars and 4 points await the drag race champion!

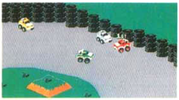

Maximum speed will help you win the race and gain an extra life.

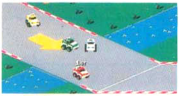
24 TRACKS-3 DIFFERENT COURSES

You'll have to blast your way through each of these three different courses if you want to win the R.C. Championship Trophy! Each of the three courses contains eight tracks that may look the same, but different obstacles, changes in scenery, and increasingly difficult competition will try to block your championship run.

R.C. RACE TRACK

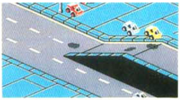
The competition in this miniature countryside landscape is not very aggressive. Maximize your wins here.

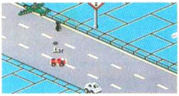

The tires will cushion a spin out.


Try to win these early races!

R.C. CITYSCAPE

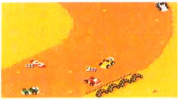
As you race through the paved streets of town, the competition will become more aggressive.

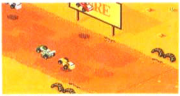

Use the jump to pass your competition.


Avoid the bombs with quick maneuvers.

R.C. 4×4 OFF ROAD

Out in the desert, the competiton is as fierce as the heat. Only skilled drivers can beat this heat!


A desperate try for dollars!

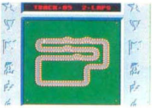

Use the jumps to bounce over the mud.

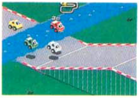
HERE'S A LOOK!

Here's your chance to scope out the tracks that lie ahead. Use this to plan car improvements that will help you to get past certain obstacles more quickly and safely.

TRACK 5-2 LAPS

Use nitro to pass or jump over your competitors in the turns and jumps.

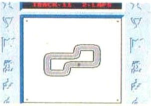

TRACK-05 2-LAPS

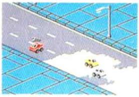


Nitro on the ramp to jump this.

TRACK 11-2 LAPS

Try avoiding these icy sopts. It's hard to steer and easy to lose control here.

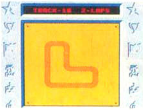

TRACK-11 2-LAPS

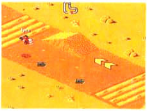


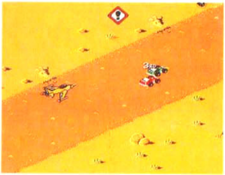
Avoid this icy hazard.

TRACK 18-2 LAPS

The competition is fierce here. Use nitro to get you over these troublesome spots.


TRACK-18 2-LAPS

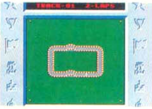


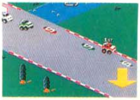


Watch for an aerial attack when the exclamation point appears.

TRACK 1-2 LAPS

Jump out to an early lead so you can pick up the bonus items on the track.

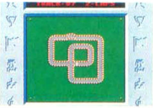

TRACK-01 2-LAPS

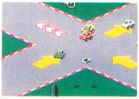


Pick up your color keyed bonus.

TRACK 7-2 LAPS

It's easy to get confused here. Follow the yellow arrows to stay on course.

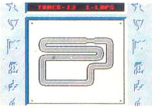

TRACK-07 2-LAPS

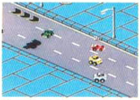


Hazardous crossing here!

TRACK 13-1 LAPS

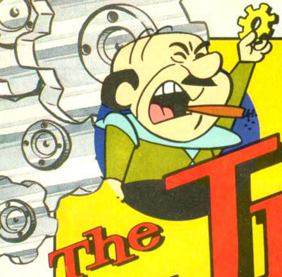
This is a one-lap sprint to the finish. There are no second chances here!


TRACK-13 1-LAPS



Watch out for the oil slicks.

2
HAZARD
Nintendo
4WHEEL

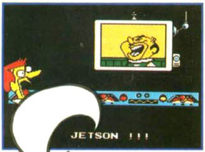


Hanna-Barbera

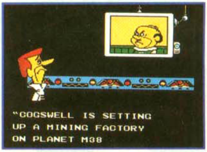
The JETSONS™

COGSWELL'S CAPER

Another average day at work at Spacely Sprockets becomes a spaced out adventure for George Jetson. It seems Cogswell Cogs (Spacely Sprockets' toughest competitor) is setting up shop on Planet M38 and is wreaking havoc on the environment and its alien inhabitants. Besides putting a stop to these unfair and oppressive business practices, Spacely has another motive to thwart Cogswell–he's making a lot of money on his illegal venture! George's boss, Mr. Spacely, orders George to check it out, before M38 is completely stripped of ore and aliens. Through twelve stages of action, George must find members of his family who will give him the gadgets he needs to confront Mr. Cogswell and end his greedy plans.



JETSON !!!



"COGSWELL IS SETTING UP A MINING FACTORY ON PLANET M38

© Taito 1992
The Jetsons R
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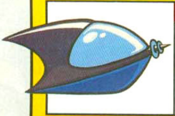
PROS AND CONS

Taito's recent tradition of creating fun, side scrolling, character-based action games continues with The Jetsons. While the formula has been used in countless NES games, the graphics and animation of this game are very true to the Jetsons cartoons. George really looks like the Hanna-Barbera George! The play control is familiar enough to be fun and easy to get into. The progression of difficulty is fair and not too frustrating. Although you meet the other Jetson family members in the game, you can control only George. It would have been nice to be able to control the other Jetsons, as you could in the Game Boy version. Finally, we liked the environmentally conscious message behind the game.

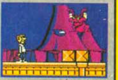
REMOTE CONTROLLED DEFENSE

As George makes his way through Cogswell's factories, he will meet Jetson family members who will give him defensive gadgets. These are charged by the Power Packs he will find in crates or earn from defeated enemies.

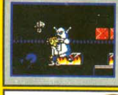


GLIDER

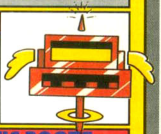
The Glider offers remote controlled defense with a small rocket drone which hovers over George's head. When an enemy appears, George can launch it at the cost of five Power Packs.

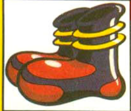


SHIELD



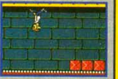
The Shield protects George from enemies, but does not harm them. The Shield drains Power Packs at a high rate so turn it off once you get through a trouble area.



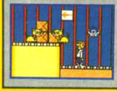


MAGNETIC BOOTS

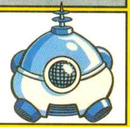
George can walk on the ceiling wearing the boots. Select them, press the A Button to jump and then the B Button to flip. The boots drain Power Packs when in use.

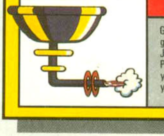


FLASH LIGHT



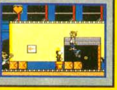
The Flash Light emits a powerful beam which defeats all the enemies in view. Each burst of the Flash Light costs ten Power Packs, so use this gadget sparingly!





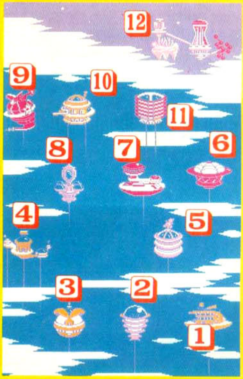
JET BOARD

George can fly over wide gaps in the floor using the Jet Board. It consumes Power Packs as fuel while you use it. Be careful that you don't run out mid-air!

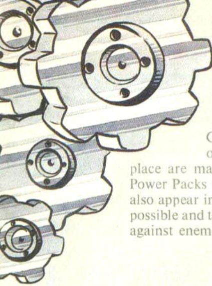


M38--A WORLD IN CRISIS

The peaceful world of M38 was inhabited only by small, furry and friendly little humanoids who had no idea what Cogswell was up to. To their dismay, Cogswell's robots soon began to ruthlessly exploit the planet's resources.



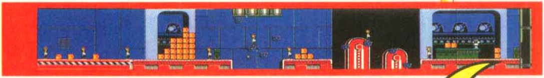
1 PACKING FACTORY
2 BOTANICAL GARDENS
3 SPORTS GYM
4 GEAR FACTORY
5 DREAMLAND
6 SPACE BALL STADIUM
7 BLAST FURNACE
8 COSMO WORLD
9 ROCK CONCERT HALL
10 COGSWELL'S OFFICE
11 HOME SWEET HOME
12 MINING FACTORY



STAGE ONE

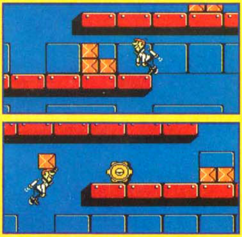
PACKING FACTORY

George's first task is to make it through Cogswell's out-of-control packing factory. Strewn about the floor of the place are many packing crates; some are empty, others contain Power Packs and even small robots (watch out for these!). Crates also appear in later stages, and George should pick up as many as possible and take their contents. Crates can also be used as weapons against enemies.



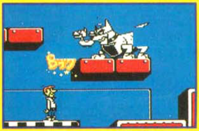
ELEVATOR ACTION

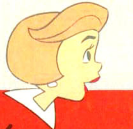
To reach the upper floor, George must flip the switch to activate the elevator. Use the crates to defend yourself against gears.

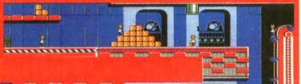


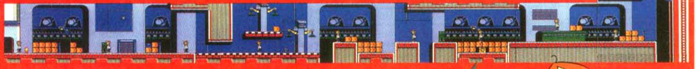
SENTRO

When George reaches the end of the Packing Factory, Cogswell will sic Sentro the robo-dog on him. Sentro attacks by launching gears and mini-robo-dogs. You can defend yourself with crates which emerge from the conveyor belt on the left.



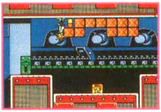


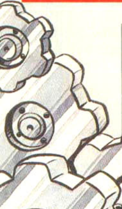




ANTI-GRAVITY 1-UP

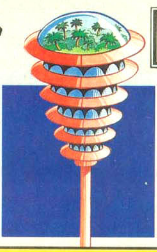
Pull the switch here to reverse gravity. While walking on the ceiling, take the upper passage for a shortcut and a bonus Power-Up robot.





STAGE TWO

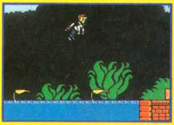
BOTANICAL GARDEN



The former glory of M38's flora and fauna is preserved in the Botanical Garden. Rather than runaway robots, here George must face a variety of alien creatures, including man-eating plants! Again, crates will be your best weapon and, in this stage you don't have to worry about tiny robots hiding out inside. Watch out for a tricky jump near the beginning of the stage.

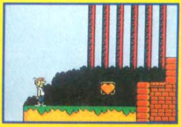
RUN AND JUMP

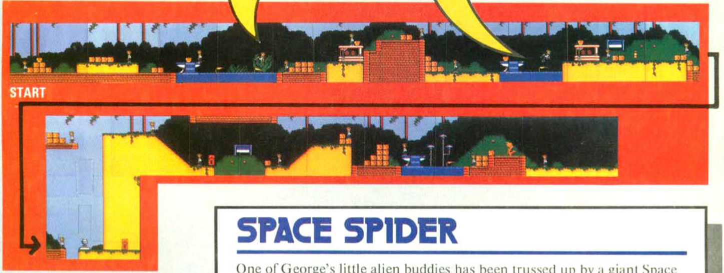
Jumping from leaf to leaf over the water at this point requires lots of practice. It seems to help if you jump as you walk towards the leaf. When you are on the leaf, take a short step towards the end before you jump again. It's tricky, but easy once you get the timing down.



GOING UP!

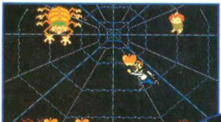
Jump straight up on this leaf and you will be catapulted into a shortcut where you can get extra Power Packs.





SPACE SPIDER

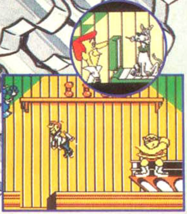
One of George's little alien buddies has been trussed up by a giant Space Spider! Use the apples as a weapon against the spider. Don't miss a chance to get in a hit. Avoid the webs the spider shoots; they will damage you and slow you down. Because the spider is rather slow, defeating it is just a matter of being cautious and persistent.



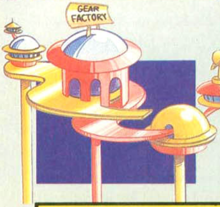
The small alien will give George the Glider Defense item.

STAGE THREE

SPORTS GYM



The Sports Gym is a very short stage with only three real enemies to fight and a tricky jump to master. You can't really avoid being hit by the first strong man, so take your lumps and run past. You'll then see a switch below two robotic baseball players. Hit the switch and jump onto the platform as soon as it comes into range. Don't hesitate to jump to the next one because you won't get a second chance. Astro will give you the Remote Control at the end of this stage, which will allow you to begin using your defensive items.



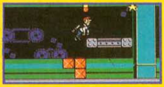
STAGE FOUR

GEAR FACTORY

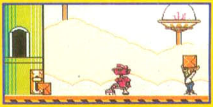
The Gear Factory is one of the longer stages in George's journey and, as you might guess, is full of gargantuan gears. Grab crates to use against attackers, and take the jumps carefully.

POWER PACK ATTACK

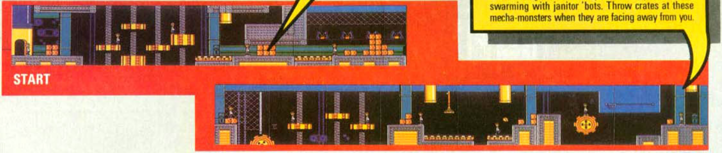
Reverse gravity here using the switch and take the upper passage. You'll find a robot, which will give you bonus Power Packs, and be rewarded with another shortcut.



FAR OUT

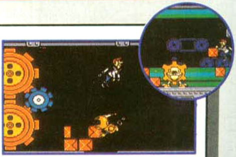


After talking to Dr. Farout, you'll head up an elevator swarming with janitor 'bots. Throw crates at these mecha-monsters when they are facing away from you.



GEAR HEAD

On the upper floor of the gear factory, a mass of gears will chase George. You may want Jane to stop those crazy things, but she's not around, so run as fast as you can! When you reach the end, you will have to fight the dreaded Gear Head Robot. This heap is plenty tough—throw every crate you can at him and keep your distance.

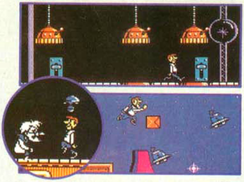


The Glider Defense will also inflict damage on him if no crates are handy.

STAGE FIVE

DREAM LAND

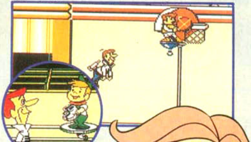
George is harassed by sleepwalkers and UFOs in Dream Land. At the end, Dr. Farout attacks. Get the Invincible Shield by beating him.



STAGE SIX

SPACE BALL STADIUM

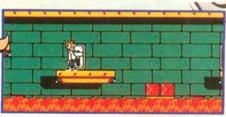
For every basket you make in this stage, you get a 1-Up. Get the Magnetic Boots by defeating Elroy at the end.



STAGE SEVEN

BLAST FURNACE

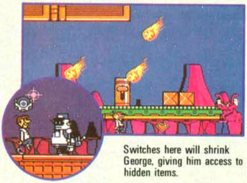
The molten metal in this stage rises and falls like a fiery tide. Switches will stop the metal, turn on the lights and activate moving platforms. This is where George's adventure gets really tough!



STAGE EIGHT

COSMO WORLD

The Hardware Robot designed Cosmo World for fun, but it has been taken over by aliens. George will jump higher than normal in Cosmo World's low gravity.

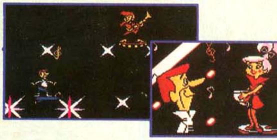


Switches here will shrink George, giving him access to hidden items.

STAGE NINE

ROCK CONCERT HALL

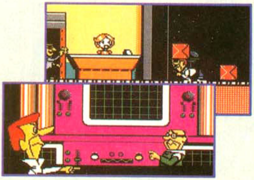
Riding a Jetboard, George must make his way through a wild rock concert full of fans, and avoid speakers that produce deadly decibel levels, to find daughter Judy.



STAGE TEN

COGSWELL'S OFFICE

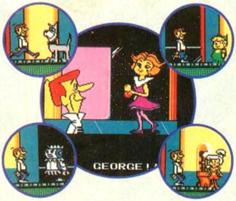
Cogswell's crazy office staffers do not want to give George an appointment with the boss. When George finally reaches him, he must defeat Cogswell three times.



STAGE ELEVEN

HOME SWEET HOME

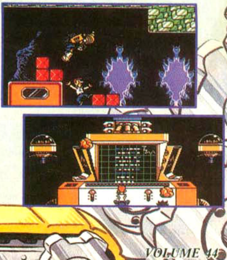
It's not home, sweet home yet! After getting maximum Power Packs from wife Jane, George has one final challenge ahead!

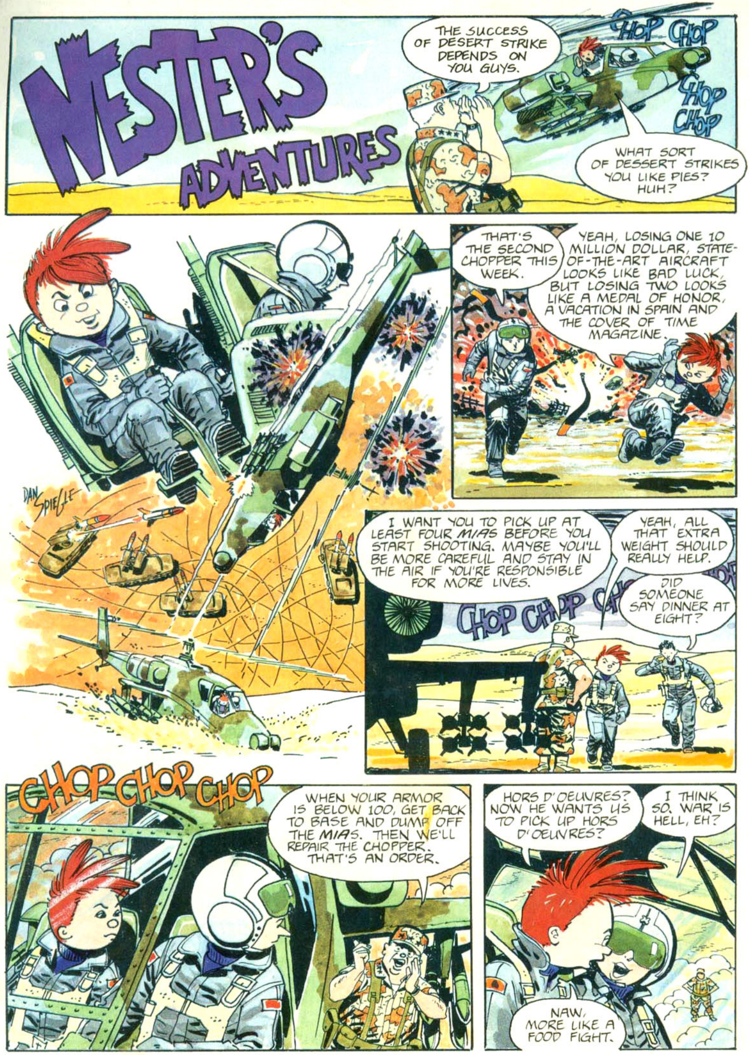


STAGE TWELVE

MINING FACTORY

Lots of reverse gravity tricks and weird enemies will face you in this stage. George must turn off the master computer to save the fuzzy aliens of M38 from Cogswell's out-of-control mining empire!




NESTER'S ADVENTURES
THE SUCCESS OF DESERT STRIKE DEPENDS ON YOU GUYS.
CHOP CHOP CHOP CHOP
WHAT SORT OF DESSERT STRIKES YOU LIKE PIES? HUH?
DAN SPIEGLE
THAT'S THE SECOND CHOPPER THIS WEEK.
YEAH, LOSING ONE 10 MILLION DOLLAR, STATE-OF-THE-ART AIRCRAFT LOOKS LIKE BAD LUCK, BUT LOSING TWO LOOKS LIKE A MEDAL OF HONOR, A VACATION IN SPAIN AND THE COVER OF TIME MAGAZINE.
I WANT YOU TO PICK UP AT LEAST FOUR MIAS BEFORE YOU START SHOOTING. MAYBE YOU'LL BE MORE CAREFUL AND STAY IN THE AIR IF YOU'RE RESPONSIBLE FOR MORE LIVES.
YEAH, ALL THAT EXTRA WEIGHT SHOULD REALLY HELP.
CHOP CHOP CHOP CHOP
DID SOMEONE SAY DINNER AT EIGHT?
CHOP CHOP CHOP CHOP
WHEN YOUR ARMOR IS BELOW 100, GET BACK TO BASE AND DUMP OFF THE MIAS. THEN WE'LL REPAIR THE CHOPPER. THAT'S AN ORDER.
HORS D'OEUVRES? NOW HE WANTS US TO PICK UP HORS D'OEUVRES?
I THINK SO. WAR IS HELL, EH?
NAW, MORE LIKE A FOOD FIGHT.

MARIO PAINT™

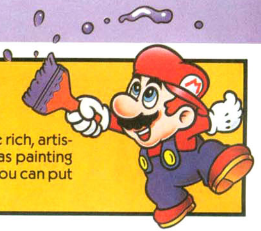
SPECIAL

NINTENDO POWER
SUPER POWER CLUB

It's amazing what you can do with Mario Paint. In Volume 39, we showed you the basics of using the drawing tools, animation mode and music screen. In this special insert—for members only—we're going to show you how the professionals use design grids, much like the Stamps in Mario Paint, to make characters and create animation.

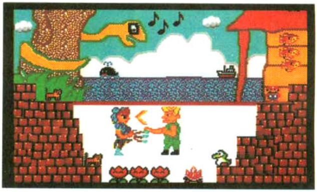
PICTURE THIS!

Even if you aren't an ace with pencil and art pad, you can create rich, artistic scenes using the Stamps from Mario Paint. It can be as easy as painting by numbers! And when you're finished making special Stamps, you can put them together and create more complex works of art.



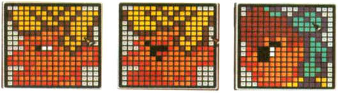
PIECE WORK

You don't have to be Picasso to create a marvelous Mario Paint scene–which is a good thing, seeing how Picasso is no longer with us. The scene at the right was partly painted using the Mario Paint drawing tools and colors from the palette, but most of it was created with Stamps, some specially-made, others part of the program. The cat, fire flowers, Yoshi, boat and spouting whale are some of the pre-made Stamps used. The characters, however, are made from combinations of Custom Stamps. Using the special Stamps, you can create your own animated scenes.



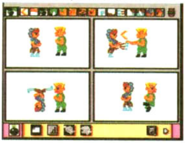
1 STAMP IT

You can save up to 15 Custom Stamps at a time. Here, we use three Stamps together to make the full-sized characters, and we've saved faces with different expressions to use in the animation mode.



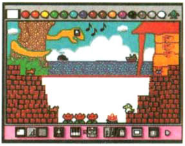
2 MAKE 'EM MOVE

Choose your favorite video game characters and make your own action scene in Mario Paint's Animation Mode. After you've saved Stamps that show a couple of facial expressions and that have arms and legs in different positions, you can enter the Animation Mode and select the number of frames you want to use for your action. Put the figures together using head, torso and leg stamps in frame one, then choose slightly different stamps for the frames that follow.



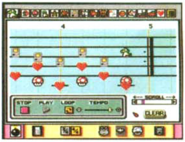
3 MAKE A BACKDROP

Now you'll want to set your own scene. Decide where the action is going to take place and create the setting using Stamps, your own drawings, or a combination of the two. Here we've created a background and a foreground, and we'll set the path of the animated sequence to run between them.



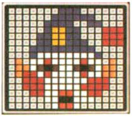
4 PUT IT TO MUSIC

What's an action scene without sound? After you create the setting and choreograph the moves, enter the Music Mode and add the final touch. Each of the icons in the row above the staff screen makes a different sound. Use them to either make sound effects to go with your characters' moves or to make exciting background music that adds to the mood. You can then save all three elements and replay them together.

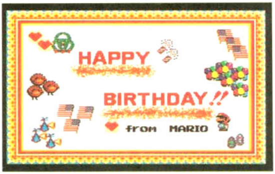


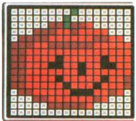
MORE ABOUT SPECIAL STAMPS

The possibilities for using Stamps are limited by only your imagination. Send a friend a videotaped birthday greeting, complete with music, that's decorated with bright balloons. Surprise your friends by sending them videotaped party invitations. Don't just send run-of-the-mill holiday cards—send videotaped messages that really capture the holiday spirit using Mario Paint instead.

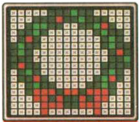


This is just a small sample of Stamps made with Mario Paint. Look for more ideas on the back cover of this booklet.

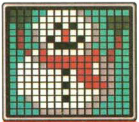




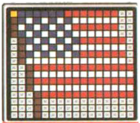
PUMPKIN



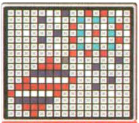
WREATH



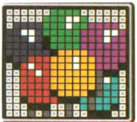
SNOWMAN



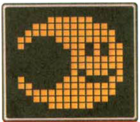
STARS & STRIPES



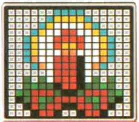
FIRECRACKER



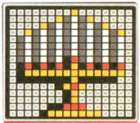
BALLOONS



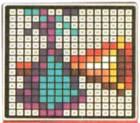
MOON



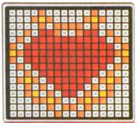
CANDLE



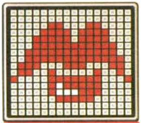
MENORAH



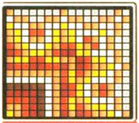
PARTY HATS



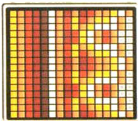
HEART



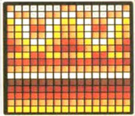
LIPS



BORDER #1



BORDER #2

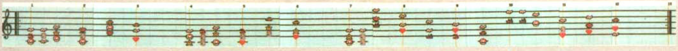


BORDER #3

PUT YOUR MESSAGE TO MUSIC

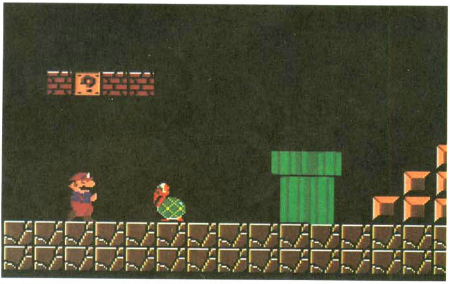
Are you sending someone a birthday greeting? Compose your own version of the Happy Birthday Song that's a snappier rendition of that tired old tune. The possibilities are endless.

STOP
PLAY
LOOP
TEMPO



MAKE YOUR OWN MARIO

With Mario Paint, you can make your own Mario adventure. You design the background, create the enemies, even score the music, just like real game design teams do. You call the shots. If you want Mario's hair to be green, green it is.

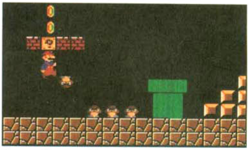


KICKIN' KOOPAS

What will he do? You can make Mario jump onto blocks, hit the "?" block, or march over and kick the Koopa. Make it simple or complex – you're the director of this animated scene.

MOVE IT, MARIO

Does this scene look familiar? You can recreate settings from the original Super Mario Bros. using Mario Paint Stamps. Change them, and rearrange them to make new and unusual backgrounds.

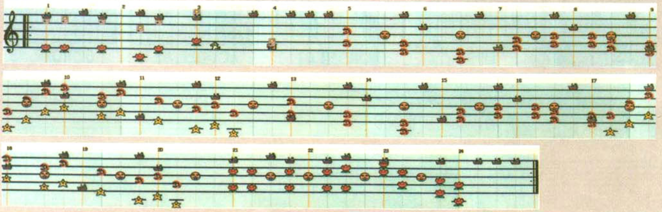


The more Stamps and frames you use, the more animated effects you can create. Make your background and save new animation Stamps over the background ones so you can use all 15.

MOVE TO THE MUSIC

Everyone knows the theme to Super Mario Bros. Go ahead and score the traditional song in the Music Mode, or jazz it up and have Mario tapping his toe to a new version of the tune.

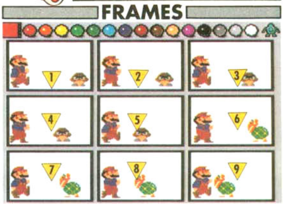
STOP
PLAY
LOOP
TEMPO

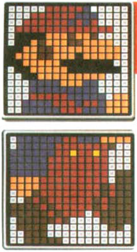


FREEZE FRAME

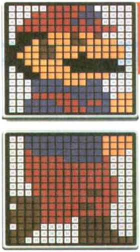
To create a Mario this size, we pasted together two Stamps. Create the illusion of walking by changing the bottom Stamp in every other Frame. Paste Mario together in the first frame, then use the hand to copy it to the others so it will be in the exact position in each. After copying, erase Mario's bottom half and restamp with different legs.

FRAME	1	2	3	4	5	6	7	8	9
A	●		●		●		●		●
B		●		●		●		●	
C						●	●	●	●
D	●	●	●	●	●				

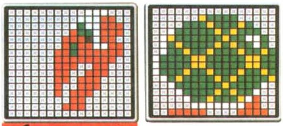




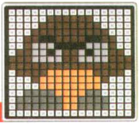
A MARIO #1



B MARIO #2

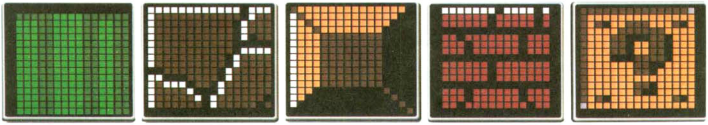


C DRY BONES



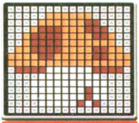
D GOOMBA

BACKGROUND STAMPS

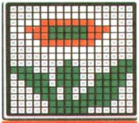


MORE MARIO STAMPS

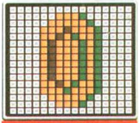
If you want to make it really look like Mario's world, add some of the other items frequently found in his games, such as Mushrooms, Fire Flowers, Coins, Hearts and Shells. Of course, if you want to introduce him to a new world, you should try inventing some items of your own.



MUSHROOM



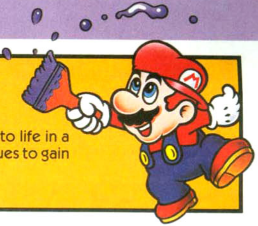
FLOWER

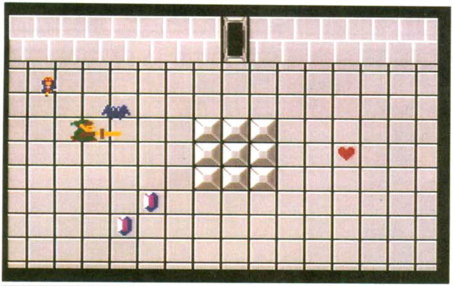


COIN

LINK UP WITH LINK

Here we'll show you how to bring another video favorite, Link, to life in a scene from Zelda. One of Nintendo's first big heroes, Link continues to gain fans in his latest adventure, 'Zelda: A Link to the Past.





SLASHING BATS

It's li'l Link against the dungeon monsters. He walks in holding up his shield for protection, then he drops the shield and wields the Magic Sword to attack the Bat.

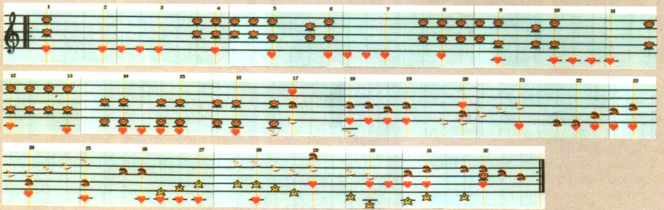
DUNGEON DISCOVERY

The scene at the left could have come right from one of the dungeons in the original NES Zelda game. In this animated sequence, Link marches in from the left and draws his sword to slash at the bobbing Bat. Now you can make your own Link and put him in whatever setting you choose. Create new monsters for him to fight and devise your own scenario for the famous fighter. Here, the background is made up of simple Stamps, and the Hearts and Rupees are easy to recreate, too.

THE MISSING LINK

Of course, any scene with Link would be incomplete without his famous music. Try to recreate the tune by copying the composition below into your own Mario Paint cartridge or play around with it and compose your own version.

STOP
PLAY
LOOP
TEMPO

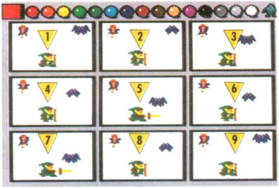


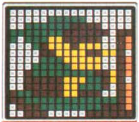
ANIMATION STAMPS

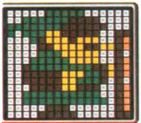
Use the chart below to see which Stamps we used in the nine frames of animation we made for this scene. Check the screen shots at the right to see where to place each Stamp.

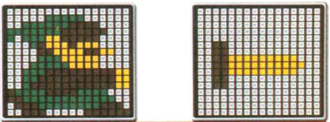
FRAME	1	2	3	4	5	6	7	8	9
A	●		●						●
B		●		●		●		●	
C					●		●		
D	●		●		●		●		●
E		●		●		●		●	
F		●		●		●		●	
G	●		●		●		●		●

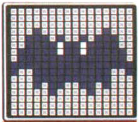
FRAMES

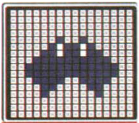


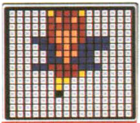

A LINK #1

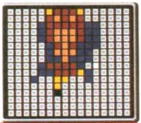

B LINK #2


C LINK #3 (WITH SWORD)

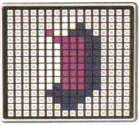

D BAT #1


E BAT #2

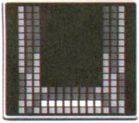

F FAERIE #1

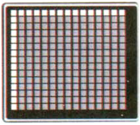

G FAERIE #2

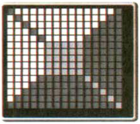
BACKGROUND STAMPS

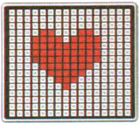


The Stamps used for the background are surprisingly simple to make, but when pieced together, they make an interesting backdrop for Link's animated scene. Recreate the scene just the way we did, or make up your own scene putting the doors and obstacles wherever you want them. If you prefer a more complex background, make up your own set of Stamps with more colors and shapes.



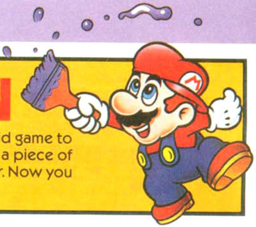


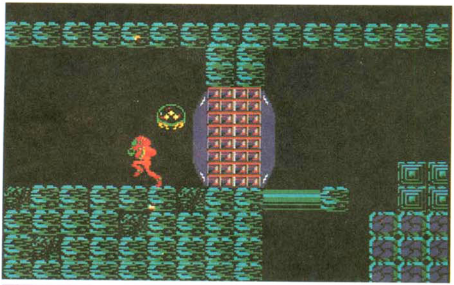




SAMUS ON THE RUN

We asked the development team that designed the real Metroid game to make a Samus that runs using Mario Paint. They said that it was a piece of cake—they used a similar system to create the original character. Now you can make the real thing using your own Super NES.





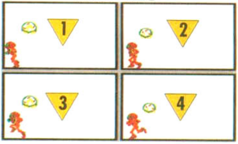
MOVING METROID

From a standing start, Samus appears to be running away from the closed door as a monster hovers overhead. You'll find that this sequence looks remarkably like the running Samus in your NES Metroid Game Pak.

GO, SAMUS, GO

It takes three Stamps to create some of the positions that make Samus look like a runner. Together, the various Stamps show her hoofing it through familiar territory in a Metroid corridor. Four frames of animation are enough to create the effect. See the sequence below for placement of the Stamps.

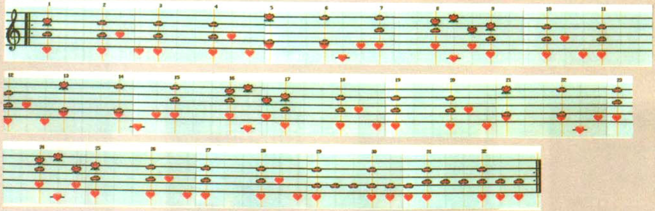
FRAMES



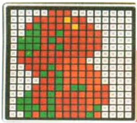
METROID MUSIC

Adding the Metroid music makes the sequence more complete. Use the familiar music scored below or create a new theme or sound effects for your own Samus scene.

STOP
PLAY
LOOP
TEMPO

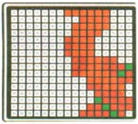


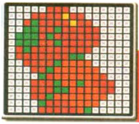
STAMPS FOR SAMUS



1

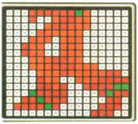
SAMUS #1

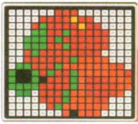




2

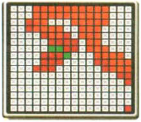
SAMUS #2

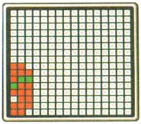


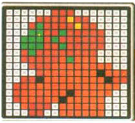


3

SAMUS #3

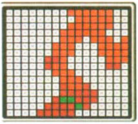


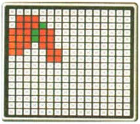


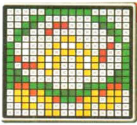


4

SAMUS #4

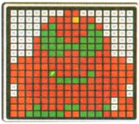


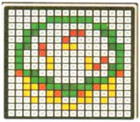




THE MONSTER

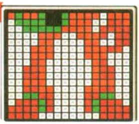
The slight change in the monster's size will make it look like it's pulsating when the Stamps are switched in every other frame.





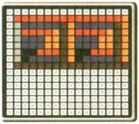
FACE-OFF

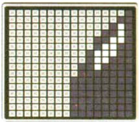
Although it's not shown on the facing page, you can make Samus start from a standstill if you want to use additional animation frames.

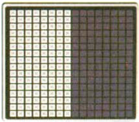


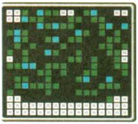
BACKGROUND STAMPS

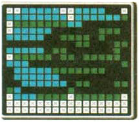
The dark corridors in Metroid are lined with blocks made from Stamps like those below. The stamps at the right are pieced together to create the door. Use them to make corridor configurations of your own.

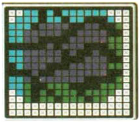


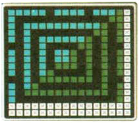


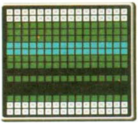






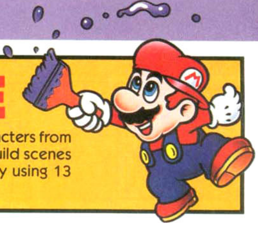


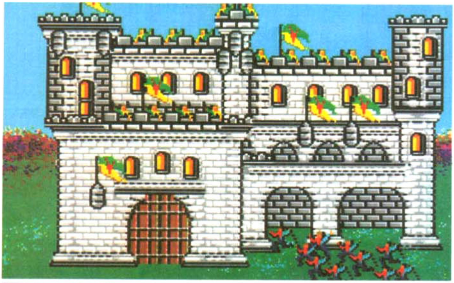




BUILD A CASTLE

You can use Mario Paint Stamps for more than just creating characters from video games. You can also lay lots of Stamps side-by-side to build scenes that take up the entire screen. The castle below was made by using 13 different Stamps.





ENEMY ATTACK!

In the animation sequence, a troop of soldiers attacks the castle. In your own remake, you could add different animation—perhaps you would prefer to have a fine carriage pull up to the front door.

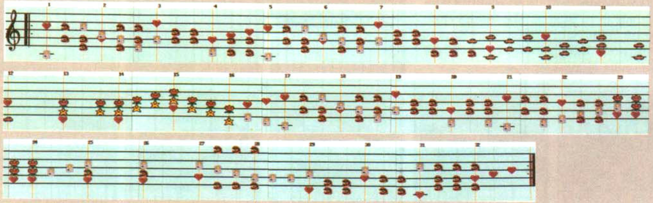
UNDER CONSTRUCTION

This grand castle was built with only the Stamps on the facing page. The Stamps used to make the arches and the foundation were flipped using the Rotate/Flip icon so one Stamp could print in both directions. Background Stamps, such as the doorway and the recessed courtyard, are placed first, then the foreground is Stamped over them to create a feeling of depth. For example, the windows were Stamped over bricks, then the flags were Stamped over both bricks and windows. Finally, the soldiers were added in the Animation Mode.

CREATE A CLASSIC

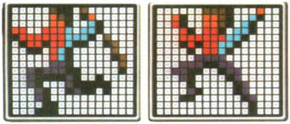
What kind of music is in keeping with a castle? Use the Music Mode to duplicate this composition or, better yet, create your own classic.

STOP
PLAY
LOOP
TEMPO

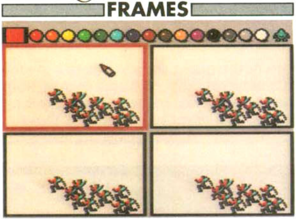


SOLDIER STAMPS

In the four-frame animated sequence, the same troop is copied to all frames. The Animation Path is used to move them towards the castle from the lower right.

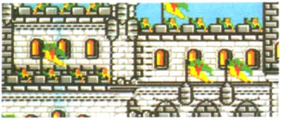


Although the positions of the individual soldiers don't change, two different soldier Stamps are used for diversity.

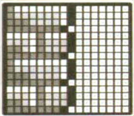


BACKGROUND STAMPS

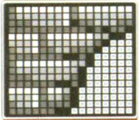
Take a close look at these Stamps and try to find where each was used in constructing the castle. Subtle shading on some adds dimension to the finished structure. Several of the Stamps served double duty: they were flipped and used as mirror images in the opposite direction, thus eliminating the need for additional Stamps. Just imagine what kinds of buildings you can construct.



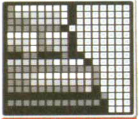
A close-up shot reveals the placement of the layered window and flag Stamps. It's not as complicated as it looks.



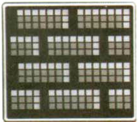
WALL EDGE



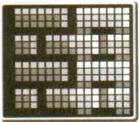
ARCH



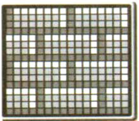
FOUNDATION



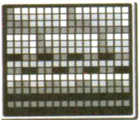
INNER COURT



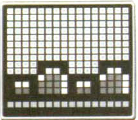
ROUNDED EDGE



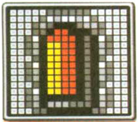
BASIC BLOCK



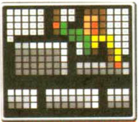
TOWER SHADOW



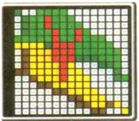
TOWER TOPPER



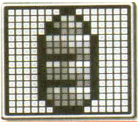
WINDOW



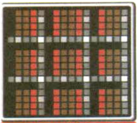
SMALL FLAG



LARGE FLAG



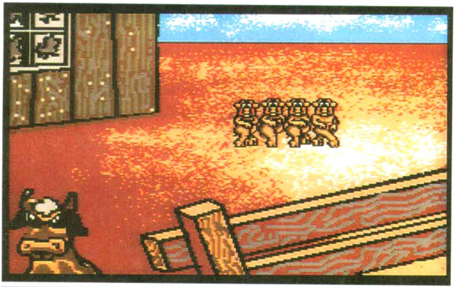
FLAG HOLDER



DOOR PANELS

OLD MACDONALD'S

Picture the possibilities. Animate a favorite story. Paint a scene for a song and put it together with your own version of the melody. Here, we've imagined an animated scene to go with a long-loved children's song—and Old MacDonald never had cows like these!



A MOO MOO HERE

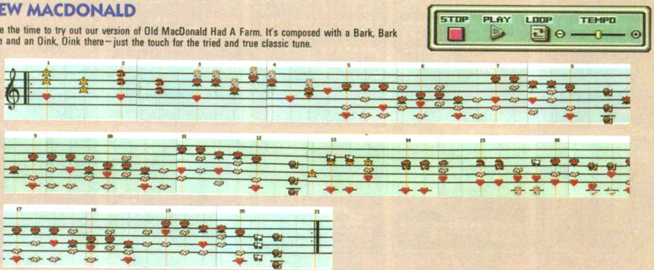
This lineup of lovelies hoofs it up from the right and continues through the main corral while the lookout on the lower left watches out for approaching humans.

A FUNNY FARM

When the farmer's away, the animals play. Old MacDonald had all kinds of critters on his farm, but he probably didn't have dancing cows—until now. We pictured a lovely lineup of divine bovine dancers adding a little life to the barnyard, and the animal sound icons in the Music Mode were the perfect touch for our version of the tune. First we illustrated the background, then we added the animation and set the dancers' path. What do animals do when the farmer isn't looking?

NEW MACDONALD

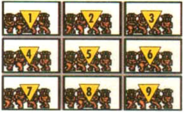
Take the time to try out our version of Old MacDonald Had A Farm. It's composed with a Bark, Bark here and an Oink, Oink there—just the touch for the tried and true classic tune.

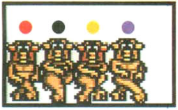


A BEVY OF BOVINES

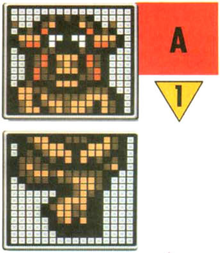
These dancers aren't quite in sync. You'll notice that their positions change in every frame, but they aren't always in step. Check the chart to see which cow quarters were used in the nine different frames.

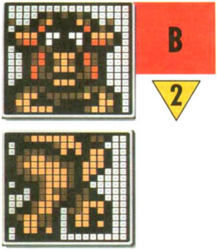
FRAMES

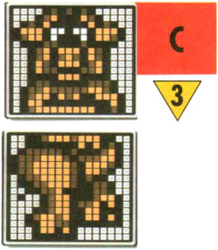


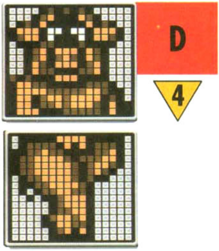


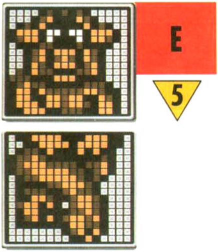
FRAME	1	2	3	4	5	6	7	8	9
A	🔴			🟣		🟡		⚫	
B		🔴			🟣		🟡		⚫
C	⚫		🔴			🟣		🟡	
D		⚫		🔴			🟣		🟡
E	🟡		⚫		🔴			🟣	
F	🟣	🟡	🟡	⚫	⚫	🔴	🔴		🟣
G		🟣	🟣	🟡	🟡	⚫	⚫	🔴	🔴

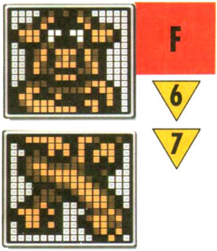


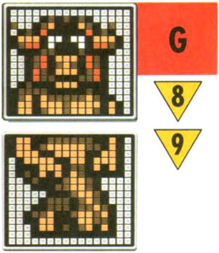






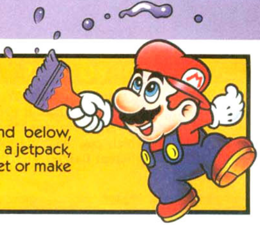


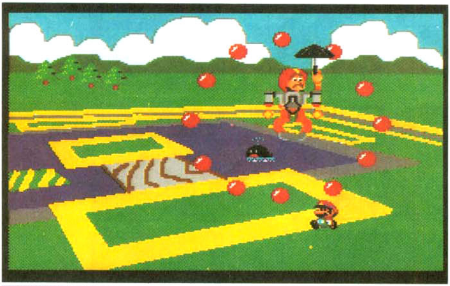




PARASOL PILOT

Fans of Super NES Pilotwings will recognize the background below, sketched using Mario Paint. The pilot in the game may have had a jetpack, but ours is powered by a parasol instead. Take aim on the target or make him land wherever you want him to.



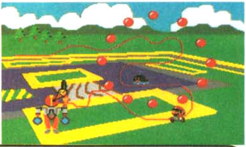


WATCH THE WINDSOCK

Where will the breeze carry our umbrella man? We could set the animation track to carry him through the circle of orbs towards the striped target below—or let the wind carry him off.

PAINT A PILOT

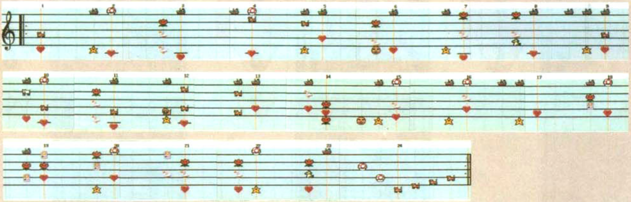
The Pilotwings-like background is painted with crayons and paintbrush, and Mario is put in position with pre-made Stamps. The circle of orbs is made with a Custom Stamp we created to look like the ones from the game. Now we can make our own pilot fly into the scene with his pop-up parasol, one mode of flight not dreamed up by the game's developers.



MUSIC IN THE AIR

Now put your aerial acrobatics to music. Try our tune on your own Mario Paint Pak.

STOP
PLAY
LOOP
TEMPO

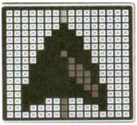


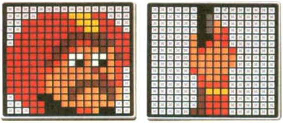
ROUND & ROUND HE GOES

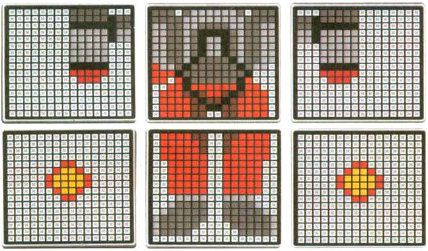
Our pilot spins as he drifts down, and his parasol opens and closes as he bobs up and down. Because it took many Stamps to make a character this big, we replaced Stamps with new ones after we used them. This increased the number of Stamps we could use to over 15.

STAMP MAN

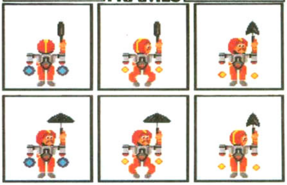
To create the full-length, face-on view of the floating man, it takes nine of the 15 Stamps. The arm position will remain the same in all frames, but the legs, head and umbrella change from frame to frame.







FRAMES

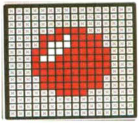


MAKING THE MAN MOVE

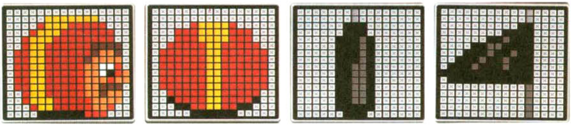
We used six frames to create the effect of the man spinning in a circle. In the first frame, his back is to us. In the second, he starts to turn to the right, and by the third we see the full-face view.

BLUE ORB

After looking closely at the Pilotwings game, we were able to reproduce the orbs that you must pass through to reach the target. We used the single Stamp at the right to make the circle in the background.

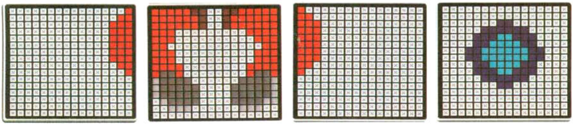


MORE STAMPS FOR MOVEMENT



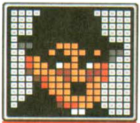
HELMET HEAD

The two Stamps on the left are the side and back views of the man's helmet; the two on the right are two more positions for the parasol. We flipped the the Stamp on the far right to make the fully opened parasol.



FOLDING FEET

To add some more movement, we used three Stamps to make the man's legs bow. To create complex images of this size, you'll have to replace some of the Stamps with new ones after you've used them, and you might have to flip some and use them several times.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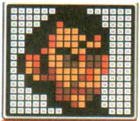
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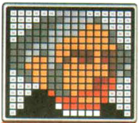
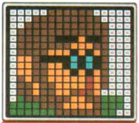
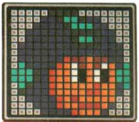
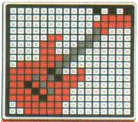
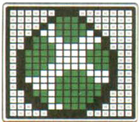
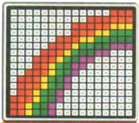

G. WASHINGTON

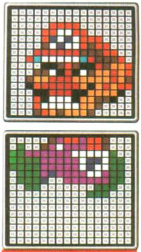

J. LENNON

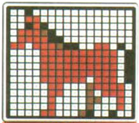

MEGA MAN

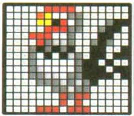

GUITAR

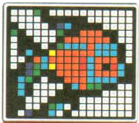

YOSHI'S EGG

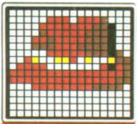

RAINBOW

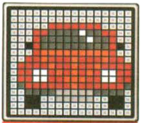

WARIO

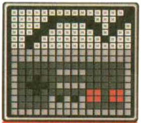

HORSE

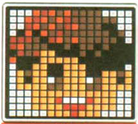

CHICKEN

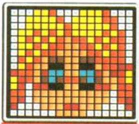

FISH

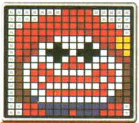

HAT

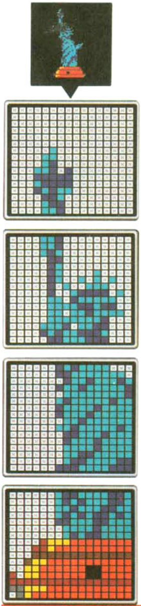
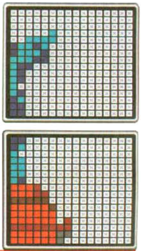

VW BUG


CONTROLLER


BOY


GIRL


CLOWN



THE STATUE OF LIBERTY

SUPER POWER CLUB SPECIAL EDITION

NINTENDO POWER SUPER POWER CLUB™

FUTURE TECHNOLOGIES

ALL SHIPS REPORT IN!!

Take a classified look inside the Super FX chip and 32-bit CD-ROM from Nintendo.

COUNT DOWN THE BEST GAMES OF '92

CHUN LI
KO
DHALSIM

Nintendo Power picks the top ten games released in 1992 for all three systems.

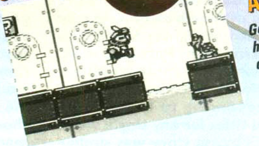
TOP SECRETS

It's the best of Classified Information including some never-before published secrets.

BEHIND THE SCENES AT NOA

Go behind the scenes to learn how Nintendo measures the quality of games.

SUPER MARIO LAND 2 SECRET ZONES!!

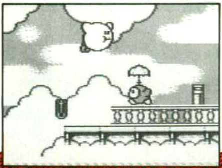


Six hidden areas in SML2 are revealed for the first time.

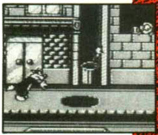
+ STAR FOX MODEL

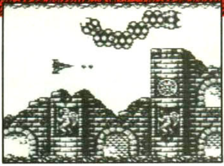
FOR SUPER POWER CLUB MEMBERS ONLY!!

• THE YEAR IN REVIEW •



TOP 10 OF 1992





Last year was quite a year for video games. The Super NES surpassed the competition as its library ballooned with such technologically superior games as Street Fighter II and The Legend of Zelda: A Link to the Past. And while the Super NES grabbed the most attention, many new releases for the NES were added to the 8-bit library, continuing to make it the largest collection of titles for any single video game system. The success story was similar for Game Boy, which crosses over to appeal to players of all ages and genders better than any other Nintendo system.

Because there was so much great software released in 1992, it was difficult to narrow our list to only ten titles per system. Deciding which games were eligible for the list compounded the challenge, as many of the games that became big hits in 1992 were actually released in late 991. Our picks for the best games of 1992 were determined by game ratings of the pros at Nintendo, votes sent by readers to our monthly Top 20, and input from the editors at Nintendo Power. We tried to choose games that were well designed and that added diversity to the Nintendo game library. Technological advancements and gaming innovation were weighted more heavily than sales figures were.

So here it is--the definitive list for 1992. All of the titles that made our Top 10 are highly recommended.

SUPER NINTENDO® ENTERTAINMENT SYSTEM

The second year of the Super NES will be remembered as the year in which programmers and designers really tapped into the system's capabilities. Examples included titles like Super Contra III, which used 16-bit graphics and Mode 7 to create new game play experiences, and The Legend of Zelda: A Link to the Past, which provided two worlds for long play value. But the video game cartridge event of the year was Street Fighter II: The World Warrior, which crammed an arcade system into an Super NES cartridge!

1 Street Fighter II: The World Warrior

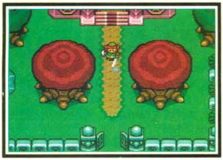
CAPCOM	**POWER METER**
ACTION	**Graphics 4.3 Play Control 3.7** **Challenge 4.2 Theme, Fun 4.0**

Who's your favorite street fighter? The arguments on who's the best could easily fill another article.

The two-player simultaneous mode adds to the lasting interest of Street Fighter II by allowing two players to challenge each other to a battle.

After a lot of heated discussion we finally placed Capcom's Street Fighter II: The World Warrior at the top of our Super NES game list for 1992. Street Fighter II brought its arcade mystique intact to the Super NES. The conversion was almost flawless and well-nigh identical to its coin-operated big brother. Full use was made of the Super NES's technological capabilities to create large colorful characters and animated backgrounds. Although the Super NES controller was not laid out the same as the arcade machine control panel, the play control of the home game was still excellent. The impact of this game on the Super NES was enormous, as many players who were undecided about upgrading to 16-bit were finally convinced by this title. Quite simply, Street Fighter II for the Super NES made it possible for any player to afford an arcade machine at home. Only the graphic superiority of the Super NES could allow for this kind of game exclusive. Two-player simultaneous play and secret codes added to the lasting interest in this title. This game should have a permanent place in the monthly Top 20 well into 1993. Though a relative newcomer in the Top 20, Street Fighter II recently blasted Super NES Zelda out of the number one position by scoring a record 34,824 points. Time will tell if this game has the staying power to remain number one. *Nintendo Power Coverage: Volume 38*

2 The Legend of Zelda: A Link to the Past

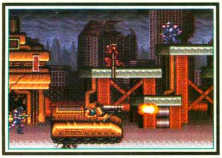


Long play value through two worlds made Super NES Zelda one of the top games of 1992. The return of Link was welcomed by many players.

NINTENDO	POWER METER
ADVENTURE	Graphics 4.7 Play Control 4.3 Challenge 4.8 Theme, Fun 4.9

The return of Link and the other characters from the Legend of Zelda in "A Link to the Past" was another banner video game event of 1992. Link's new quest takes him through two huge fantasy worlds which are woven together like a giant puzzle. The underworld labyrinths are filled with more monsters and traps than ever before and are portrayed in life-like detail courtesy of the Super NES's 16-bit graphics. This game continues to light up Nintendo's Game Play Counseling line with callers looking for clues. Another Super NES exclusive. *Nintendo Power Coverage: Volume 34, and The Legend of Zelda: A Link to the Past Player's Guide*

3 Super Contra III: The Alien Wars



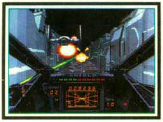
Wild vehicles and out of this world enemies make Contra III one of the most innovative and challenging shooters in a long time.

KONAMI	POWER METER
ACTION	Graphics 4.3 Play Control 4.4 Challenge 4.3 Theme, Fun 3.9

Contra III made such excellent use of the Super NES's 16-bit graphic capabilities that it was indeed a ground-breaking game. Each stage of this awesome shoot-em-up is completely different from the one before. The action is intense and challenging and the graphics explode off the screen. Even members of our staff who are not big "dodge and destroy" fans loved this game. Contra III set new standards for action games with its clever uses of Mode 7 scaling for zooming in on enemy characters and for creating new play experiences. *Nintendo Power Coverage: Volume 36*

4 Super Star Wars

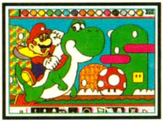
JVC	POWER METER
ACTION	Graphics 4.5 Play Control 3.7 Challenge 4.1 Theme, Fun 4.3



Respect for the Star Wars license is evident in the care taken by Lucas Arts and Sculptured Software in designing Super Star Wars. True to the movie, the game included digitized images from the Lucas archives as well as sampled sounds, voices and music that really makes gamers feel like they are "playing" the movie. Combine the faithfulness to the film with great game play, and you have another of 1992's Top Super NES games. *Nintendo Power Coverage: Volume 42*

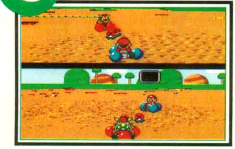
5 Mario Paint

NINTENDO	POWER METER
PAINT	Graphics 3.9 Play Control 3.9 Challenge 4.0 Theme, Fun 4.0



Mario Paint is a unique piece of Super NES software. Together with the Super NES Mouse, users can create their own paintings complete with animation and music. Mario Paint earned a spot on our Top 10 for giving players a chance to be creative and for including the Super NES Mouse that opened up potential for new types of software using its interface power. Check out this issue's 16-page book to see how you can create video game "sprites" with Mario Paint. *Nintendo Power Coverage: Volume 39, 44*

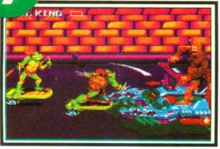
6 Super Mario Kart



NINTENDO	POWER METER
ACTION	Graphics 4.4 Play Control 3.9 Challenge 4.5 Theme, Fun 4.4

Since we first played F-Zero, we wondered how much fun a two-player simultaneous version of the game would be. We got our answer in Super Mario Kart. Not only does the game feature split-screen Mode 7 that gives both players their own views on the action, but it also has a wide variety of wacky weapons to trash your opponent with. (There's nothing we like better than leaving a banana peel for tailgaters!) *Nintendo Power Coverage: Volume 41*

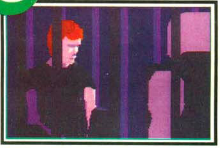
7 TMNT IV: Turtles in Time



KONAMI	POWER METER
ACTION	Graphics 4.2 Play Control 4.0 Challenge 4.0 Theme, Fun 3.8

Don, Mike, Raph and Leo are back in another time spanning adventure that continues the tradition of TMNT video games. The turtle characters are well animated and large through the use of the Super NES's 16-bit processor. Despite the game's similarity to previous TMNT games, the popularity of Konami's TMNT series with players and the new theme of time travel put this one into our year end Top 10. *Nintendo Power Coverage: Volume 39*

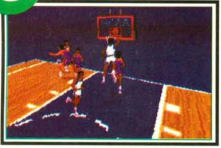
8 Out Of This World



INTERPLAY	POWER METER
ADVENTURE	Graphics 4.1 Play Control 2.8 Challenge 3.8 Theme, Fun 4.3

Though this game may not be for everyone, it ranks in our Top 10 due to its uniqueness. Until now, games with this kind of cinematic flow and bitmap style graphics have been relegated to personal computers. The play control was challenging (as the score in Play Control indicates), but the look and feel, theme and fun, and overall concept of this title were all top notch. Recommended for expert players. *Nintendo Power Coverage: Volume 41*

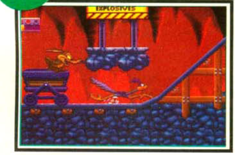
9 NCAA Basketball



NINTENDO	POWER METER
SPORTS	Graphics 3.6 Play Control 3.4 Challenge 4.0 Theme, Fun 4.0

The first game to use Mode 7's rotation capabilities to their fullest advantage in a sports title was NCAA Basketball. With the player's viewpoint following the action, this game puts you out on the court and in the middle of the action for shooting three pointers, lay-ups and super slam dunks! The inclusion of over 40 top college teams made for a unique touch not seen in previous sports titles. *Nintendo Power Coverage: Volume 38*

10 Road Runner's Death Valley Rally



SUNSOFT	POWER METER
ACTION	Graphics 4.3 Play Control 2.9 Challenge 3.6 Theme, Fun 3.7

Sonic put the heat on Super NES game designers to increase the speed of their games, and Sunsoft met the challenge with Road Runner's Death Valley Rally. This game definitely shows that programmers are learning how to get the most out of the Super NES's speed potential. The feeling of the classic cartoon is captured through great character animations, sampled sounds and hilarious defeat scenes for Wile E. Coyote. *Nintendo Power Coverage: Volume 43*

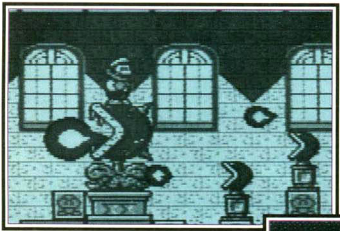
GAME BOY®

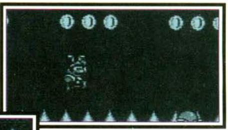
The Game Boy story for 1992 paralleled the developments for the Super NES. As programmers became more familiar with the pocket powerhouse's operating system, more action and fun was packed into its tiny little paks. In addition, a wide variety of software was made available for Game Boy, from InfoGenius's line of useful Productivity Paks to Accolade's translations of classic arcade standbys. We were also glad to see Hi-Tech make a "real" game starring Barbie. Gaming on the go has never been better!

1

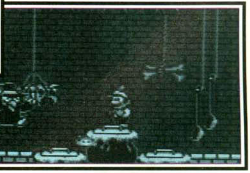
Super Mario Land 2: 6 Golden Coins

NINTENDO	POWER METER
ACTION	Graphics 3.8 Play Control 3.5 Challenge 3.5 Theme, Fun 4.0





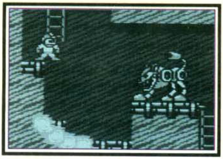
Mario flies high with the aid of his new rabbit ears on his quest to retrieve the 6 Golden Coins that will unlock his castle.



Wario's hench-monsters are bigger and badder than any Mario has faced before. Check out the ghoulish witch from Pumpkin Zone! Yikes!

Super Mario Land 2 features the largest ROM configuration of any Game Boy game so far-- 4 megabits! The programmers and designers used this memory to create a giant land for Mario to explore, both in depth and size of character graphics. With almost twice as many levels as the previous Mario Game Boy game, Super Mario Land 2 settings vary from deep beneath the sea in the Turtle Zone to a haunted house in the Pumpkin Zone to the very moon itself in the Space Zone. The large characters are easy to see on the Game Boy screen, and combined with the great play control, they allow players to take Mario to new heights. Like every new Mario game, new transformations for our plumbing protaganist are the order of the day in Super Mario Land 2. This time, a Magic Carrot turns Mario into a high-flying hare. Mario's rival Wario adds another great bad guy to the Mario mythos. Super Mario Land 2 hasn't had much of a chance to make a showing in the monthly Top 20 yet, but based on the long run of the first Game Boy title featuring Mario, we would bet on this one taking its place at the top before long. Though there's been some talk of over-exposure for Mario, based on the player's response to this and all of his past games, it seems people can't get enough of him! *Nintendo Power Feature Coverage: Volume 42*

2 Mega Man 2



Capcom can do no wrong with Mega Man. Every one of his adventures has been a smash hit!

CAPCOM

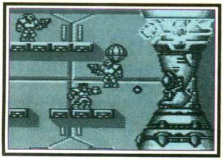
ACTION

POWER METER

Graphics 3.9 Play Control 3.9
Challenge 3.7 Theme, Fun 3.8

Capturing the NES experience on the Game Boy's small screen is a challenge, but no character has made the leap better than Mega Man. The Blue Bomber's simple but futuristic graphics stand up well to miniaturization. Game Boy Mega Man 2 combined the best elements of NES Mega Man 2 and 3, including the robotic dog Rush and the dastardly Clash Man, Metal Man, Wood Man and Air Man. Mega Man 2 has ranked in the monthly Game Boy Top 20 a couple of times and should hold a regular spot there in the future. *Nintendo Power Coverage: Volume 34*

3 Bionic Commando



The Bionic Commando must use all the armaments in his arsenal to defeat the challenges that face him in his new adventure on Game Boy.

CAPCOM

ACTION

POWER METER

Graphics 3.8 Play Control 3.8
Challenge 3.7 Theme, Fun 3.9

Long time fans of the NES will surely remember the Capcom action classic, Bionic Commando. We're surprised he hadn't made a comeback sooner, but we weren't disappointed with his Game Boy adventure. It features a hero who is armed with a cool bionic arm that can be used to swing from tree branches and cave ledges. This super soldier also has a variety of other military gadgets to keep the enemies at bay. The game is well-rounded and follows the basic design set forth in the NES original. *Nintendo Power Coverage: Volume 41*

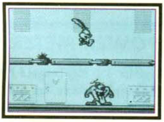
4 Tiny Toon Adventures: Babs' Big Break

KONAMI

ACTION

POWER METER

Graphics 3.8 Play Control 3.6
Challenge 3.4 Theme, Fun 3.6



"Babs' Big Break" follows Tiny Toons Buster Bunny, Plucky Duck and Hamton Hog as they ensure that Babs fulfill her dreams of Broadway stardom. While the game has plenty of fun, side-view action, it also includes other activities like feeding Dizzy Devil and finding Furrball, which add variety and lasting interest. The well-rendered graphics capture the spirit of the cartoons. The game is fun and you don't have to be a fan of the Tiny Toons to enjoy it. *Nintendo Power Coverage: Volume 34*

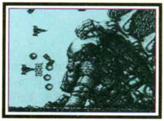
5 Gradius: The Interstellar Assault

KONAMI

ACTION

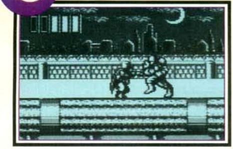
POWER METER

Graphics 3.7 Play Control 3.7
Challenge 3.7 Theme, Fun 3.4



Gradius: The Interstellar Assault provides a non-stop roller coaster of space age action right from the opening scene. The familiar options from the previous Gradius games are here, ready to Power-Up your ship into an awesome weapon. An amazing number of enemies are displayed on the Game Boy screen without noticeable slow down, and the play control is super precise. This is possibly the best straight shoot-em-up to appear on Game Boy yet. *Nintendo Power Coverage: Volume 33*

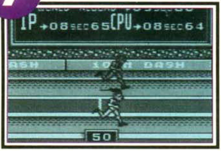
6 Batman: Return of the Joker



SUNSOFT	POWER METER
ACTION	**Graphics** 3.9 **Play Control** 3.4 **Challenge** 3.5 **Theme, Fun** 3.6

Although Batman: Return of the Joker has only four stages, they are long, the continues are limited, the Power-Ups are few, and the "toys" are scarcer than in an original Batman #1 comic! Batman is much larger and more realistic than he was in the first Game Boy Batman pak. The play control is similar to that of the first NES Batman pak, where Batman could cling to walls and attack with his Batarang. *Nintendo Power Coverage: Volume 36*

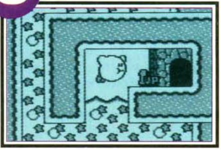
7 Track & Field



KONAMI	POWER METER
SPORTS	**Graphics** 3.5 **Play Control** 3.6 **Challenge** 3.6 **Theme, Fun** 3.6

Track & Field offers 11 great track and field events. Although the hyper-fast, button-pressing play control may not be every player's forte, we thought it was unusual and easy and that it added to the fun. The introduction of the game timed well with the Olympics and was a clear winner among games of the same theme. The two-player mode really adds to the challenge and spirit of competition. *Nintendo Power Coverage: Volume 43*

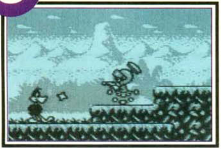
8 Kirby's Dream Land



NINTENDO	POWER METER
ACTION	**Graphics** 3.0 **Play Control** 3.7 **Challenge** 3.6 **Theme, Fun** 4.0

Like our other Top 10 Game Boy titles, Kirby's Dream Land features large, easy-to-see characters, great play control and a variety of game play actions. The new Kirby character has a broad appeal and can be enjoyed by a wide variety of players. And don't let the first play through the game fool you; the second time around Kirby's Dream Land is one of the most challenging action tasks you'll find on Game Boy. *Nintendo Power Coverage: Volume 39*

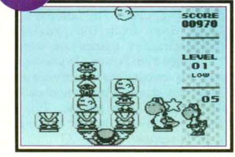
9 Looney Tunes



SUNSOFT	POWER METER
ACTION	**Graphics** 3.8 **Play Control** 3.6 **Challenge** 3.4 **Theme, Fun** 3.7

Classic characters like Daffy Duck and Road Runner appear in this new seven-stage action game. The game play is again standard side-scrolling stuff, but it's much more challenging than Tiny Toon Adventures. In addition, older players who may not be followers of the new Tiny Toons liked the familiar Looney Toons better, although game play was similar in both games. *Nintendo Power Coverage: Volume 43*

10 Yoshi



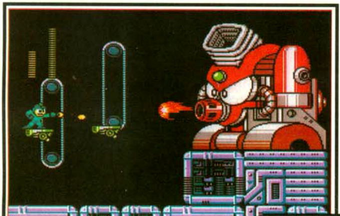
NINTENDO	POWER METER
PUZZLE	**Graphics** 3.2 **Play Control** 3.7 **Challenge** 3.5 **Theme, Fun** 3.6

When Nintendo announced a game starring Yoshi for Game Boy (and NES), some players might have expected an action game rather than a puzzler along the lines of Dr. Mario. Yoshi combined puzzle aspects of Tetris with likeable characters from the Super Mario Bros. universe to create a simple but challenging mix-and-match contest which was well received by players of all ages. *Nintendo Power Coverage: Volume 35*

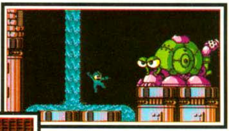
Nintendo ENTERTAINMENT SYSTEM®

Still going strong after six years, the NES remains the most popular home video game system of all time. With a library of approximately seven hundred games, it offers something for everyone. Our choices for the Top 10 NES games of 1992 show that plenty of potential for fun still exists in the 8-bit video game market, especially for games featuring popular characters from TV and movies. With such a gold mine of characters to select from, the possibilites for NES game ideas will never be exhausted. With lots of new titles being added to the 8-bit library all the time, the NES continues to have a long, bright future. Here are our picks of the games now available.

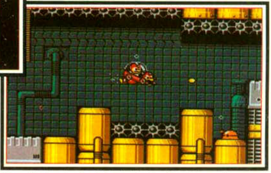
1 Mega Man IV



CAPCOM	POWER METER
ACTION	Graphics 4.0 Play Control 3.9 Challenge 4.0 Theme, Fun 3.9



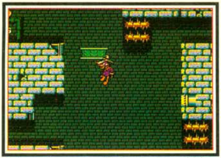
Mega Man leaps into action against titanic robot foes created by the nefarious Dr. Wily.



Mega Man's robo-dog, Rush, is his best friend in a variety of tough situations, be it in the air or under the sea.

Mega Man IV adds just enough new elements while still keeping the tried and true flavor of the previous Mega Man games. In any new Mega Man game, it's a given that there will be new robot foes for Mega Man to battle. Ring Man, Dive Man, Toad Man, Bright Man, Skull Man, Dust Man, Drill Man and Pharaoh Man all live up to the challenge level of their predecessors. The surprise ending isn't really a surprise to seasoned Mega Man players; by now it should be obvious that if Mega Man is in trouble, Dr. Wily is behind it. Nevertheless, the story elements of Mega Man IV are deeper than in previous Mega Man games and they delve into the origin of the Super Robot further than ever before. These kinds of details are always appreciated by Mega Fans! In all the Mega Man games, we have been very impressed by how Capcom gets the most out of whatever system they are programming for. The totally huge boss characters in Mega Man IV really show off some programming skill! Three Mega Man games are in the NES Top 20, and the highest ranking one is Mega Man IV. Always near or in the top five, this game scored a high of over 8,000 points. Now that a 16-bit Mega Man title has been announced, can it be long before the Blue Bomber rules all three systems?
Nintendo Power Coverage: Volume 32

2 Darkwing Duck

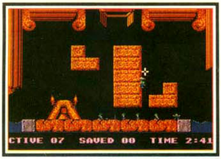


Darkwing Duck really ruffled our feathers with its challenging, cliff-hanging action sequences. Look out below, DW!

CAPCOM	POWER METER
ACTION	Graphics 3.9 Play Control 3.9 Challenge 3.9 Theme, Fun 3.8

Let's get dangerous! Character games have always been what the NES is best at, and Capcom produced another great one starring Disney's Darkwing Duck. The game play is slightly reminiscent of Mega Man, but with enough differences to make it a distinctive game. DW's ability to hang on to ledges and swing from hooks suspended high above the city add to the fun and challenge. The graphics and dialogue portray the cartoon and comic based characters very well and the game play is challenging. The game was rated highly by the pros at Nintendo. *Nintendo Power Coverage: Volume 36*

3 Lemmings



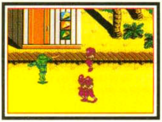
The level's name is "Smile if you love Lemmings" and we're all grinning! NES Lemmings got high ratings from our staff and the pros at Nintendo.

SUNSOFT	POWER METER
PUZZLE	Graphics 3.8 Play Control 3.6 Challenge 4.1 Theme, Fun 4.1

A popular game with many of our staff members and the pros at Nintendo, Lemmings possesses that addicting quality that all great puzzle strategy games have. While a Super NES version of this title was also released, we gave the Top 10 nod to the NES version because it plays the same on an 8-bit machine, which goes to show that you don't need spectacular graphics to create an engrossing game play experience. Give Lemmings a try. Once you've saved a few levels of the helpless, mindless little guys, we think you'll be hooked. *Nintendo Power Coverage: Volume 37*

4 TMNT III:
The Manhattan Project

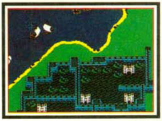
KONAMI	POWER METER
ACTION	Graphics 3.2 Play Control 2.5 Challenge 3.4 Theme, Fun 3.6



Konami stuck with a winning formula with TMNT III, producing a game that is very similar to the hit TMNT II: The Arcade Game. New moves like Leo's Spin Slash, Raph's Drill Attack, Mike's Handstand Kick and Don's Somersault Slash add individual character to each of the turtles and give them an edge against Shredder's minions. Reckless monster trucks and ambushing Foot Soldiers make things tough for the heroes in a half shell. *Nintendo Power Coverage: Volume 33*

5 Rampart

JALECO	POWER METER
PUZZLE	Graphics 3.2 Play Control 3.6 Challenge 3.9 Theme, Fun 4.0



Cross Tetris with medieval warfare action and you get Rampart, one of our favorite player vs. player games of the year. Like Lemmings, this game is also available on the Super NES, but the NES version plays just as well. Like Lemmings, the strength of this title lies in its game play rather than its graphics. If you have a game-playing partner you like to compete with, we recommend that you challenge him or her to battle with Rampart. *Nintendo Power Coverage: Volume 33*

6 Star Trek

ULTRA

ADVENTURE

POWER METER

Graphics 3.4 Play Control 3.0
Challenge 4.1 Theme, Fun 4.0

Ultra's Star Trek for the NES allowed gamers to boldly go where no player has gone before. The video game captured the feeling of the classic television show with role-playing-like dialogue between the characters and tricky puzzles for the crew to solve. While the game will not take five years to complete, there is a good variety of planets to beam down to and explore. *Nintendo Power Coverage: Volume 29*

7 Little Samson

TAITO

ACTION

POWER METER

Graphics 3.2 Play Control 3.8
Challenge 3.5 Theme, Fun 3.8

Although the title and look of Little Samson may be on the cute side, the play is challenging and is made interesting by the fact that you can take control of any of four different characters. Each character has a different ability that actually makes the game play differently. The boss characters are large and impressive, and the game's eight stages are varied and interesting. *Nintendo Power Coverage: Volume 40*

8 Captain America & The Avengers

DATA EAST

ACTION

POWER METER

Graphics 3.6 Play Control 3.4
Challenge 3.5 Theme, Fun 3.8

Captain America & The Avengers gives you a choice of two characters to control: the super patriot, Captain America, or the avenging archer, Hawkeye. Cap uses his shield for both attack and defense, while Hawkeye's bow and arrows are best used for attacking. The one-on-one mode, which lets you battle a friend, is lots of fun. We especially like the fact that one player can take on the role of a villain. *Nintendo Power Coverage: Volume 35*

9 Gargoyle's Quest II

CAPCOM

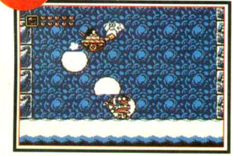
ADVENTURE

POWER METER

Graphics 3.3 Play Control 3.5
Challenge 3.4 Theme, Fun 3.5

Gargoyle's Quest II combines elements of adventure and role playing games to give players an in-depth world to explore with plenty of action. The high point of Gargoyle's Quest II is the play control for the winged hero, Firebrand. It takes a while to master but really adds another dimension to the game. Set in the ghastly Ghoul Realm, the moody graphics add to the spooky theme. *Nintendo Power Coverage: Volume 39*

10 Felix the Cat



HUDSON SOFT

ACTION

POWER METER

Graphics 3.3 Play Control 3.8
Challenge 3.3 Theme, Fun 3.6

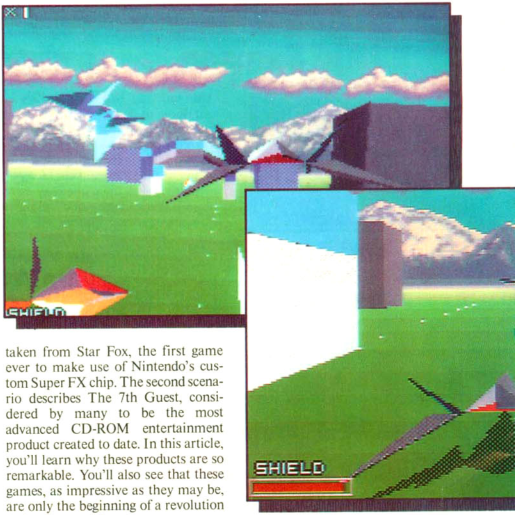
Hudson brings back the ever popular Felix in an NES adventure that has the famous feline trying to rescue Kitty from the clutches of the Professor. Again we have a familiar game play setup with side scrolling action and lots of Power-Ups. In spite of some minor inconsistencies between the TV show and the game, you'll find good play control and a wide variety of "vehicles" for Felix to ride, from a rocket car to a dolphin to a spaceship. *Nintendo Power Coverage: Volume 40*

SUPER FX FUTURE TECHNOLOGI

Imagine that you are at the controls of a star fighter above an enemy world. The globe beneath you turns into night as a squadron of hostile alien ships appears. Before long you are screaming out of the stratosphere toward a heavily armored fortress planet where you must skillfully maneuver your ship past armored towers and through city canyons. The fireball from an exploding missile suddenly engulfs your ship, but in a flash you have sped into the open only to meet a squadron bearing down on you at super sonic speed.

Now imagine you have entered an empty mansion. Slowly you move from room to room, sensing that something terrible once happened here. Haunting music plays in the background as you explore further. You half expect the rattle of chains or eyes in a painting to follow you about the room. Suddenly, an apparition appears in the hallway and rushes toward you . . . then vanishes! The house, it seems, is filled with tortured souls. What was their fate, you wonder, and what will be your own?

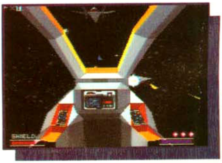
These two scenarios may seem to be fairly standard story lines for video games. In fact, they describe two remarkable games that are bound to change the way we look at all video games in the future. What makes these games special are the technologies they use and the resulting new game experiences for players—chiefly a new level of realism. The two scenarios also illustrate a split in the direction of future gaming, which is also a result of the technological format used by each game. The first scenario is taken from Star Fox, the first game ever to make use of Nintendo's custom Super FX chip. The second scenario describes The 7th Guest, considered by many to be the most advanced CD-ROM entertainment product created to date. In this article, you'll learn why these products are so remarkable. You'll also see that these games, as impressive as they may be, are only the beginning of a revolution in home entertainment.



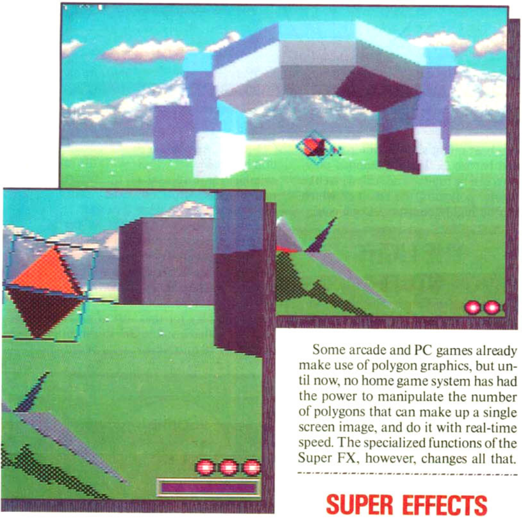
STARFOX
TM
PUSH START

THE STAR FOX ODYSSEY

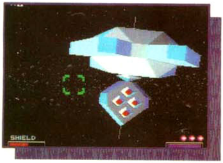
This Spring, a game unlike any other will appear in stores. Nintendo's Star Fox will be the first game to make use of the custom Super FX chip. Since the chip itself is buried inside the Game Pak, the only evidence of this miniature marvel will be on the screen. The first thing most people will notice is the use of polygon graphics. Your spaceship is clearly constructed of many flat shapes, or polygons. Other objects in the game are also made from polygons, but they may be less obvious. One of the great advantages of using polygons is that you can rotate them to create a 3-D effect. Another advantage is that polygons don't take up as much memory space as character-based objects like sprites. Since a polygon is a geometric object, it can be described with a fairly simple formula. Scaling a polygon, or



ES, FUTURE GAMES



making it grow or shrink, is also easy because it's just a matter of plugging a new variable into the equation. Actually, the 3-D objects like buildings and ships used in Star Fox, are made from multiple layers of polygons. Each surface is a single polygon. The collection of polygons that make up an object can be instructed to move together so that they seem to be one object.



Some arcade and PC games already make use of polygon graphics, but until now, no home game system has had the power to manipulate the number of polygons that can make up a single screen image, and do it with real-time speed. The specialized functions of the Super FX, however, changes all that.

SUPER EFFECTS

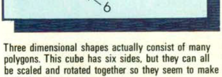
The Super FX is what engineers and programmers call a RISC, which stands for Reduced Instruction Set Computer. What it does in simple terms is to make a lot of very specific types of calculations very fast. The specialized calculations are used to create special effects such as the scaling or rotation of sprites and polygons. In past video games, all calculations of this sort were carried out by the Central Processing Unit (CPU). Although the CPU is more powerful than the Super FX chip, it is not as highly specialized. You might say that the CPU is like the quarterback on a football team. The QB calls the plays, throws the ball, hands off, or runs it himself. He may also call Time Out, change the play at the line of scrimmage or decide if the team will accept a penalty. The quarterback has many skills, but even so, you can't expect him to do everything himself. At some point, you have to bring in a specialist. In this analogy, the Super FX might be like a field goal kicker. All he does is kick field goals, but he's very good at it. You might say that if the Super FX were a field goal kicker, he could boot it through the uprights 100% of the time from as far away as 100 yards, and he could do it 60 times a second! As you might imagine, such a kicker would change the game of football.

In Star Fox, the Super FX is used to rotate and scale polygons and sprites on the screen. For instance, you are flying close to the planet's surface. Ahead you see the towers of a city. At this distance the towers are small, but your speed is great and they are growing larger rapidly. Those buildings are created from polygons, each of which can be scaled independently by the Super FX. Now add to this scene a squadron of enemy ships flying toward you. Each of these ships is also a unified collection of polygons which can be scaled together. The ships, in turn, may be firing missiles at you created from flat sprites, and those missiles are also being scaled as they shoot toward you; and when the missiles explode, the fiery explosions keep growing, because they, too, are being scaled by the inexhaustible Super FX. The result is that a whole screenful of objects can rush toward you, simulating incredible speed. Even more important for the sense of 3-D reality, is the speed of the Super FX's calculations, which are so fast that the scaling appears smooth and continuous.

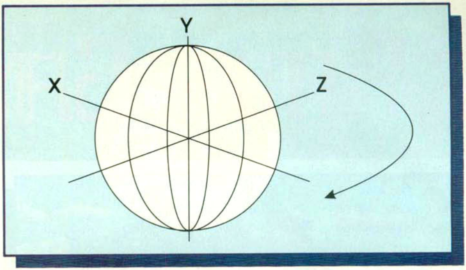
AROUND AND AROUND

Rotation of objects is another specialty of the Super FX. In Star Fox, not only can large backgrounds be rotated, as with the Super NES's Mode 7, but even sprites can be manipulated individually. Polygons are the most impressive of rotating images, however, because you can spin them around any axis for a true 3-D effect. Backgrounds and sprites, which are flat images, can also be rotated, but only around a single axis. The difference is like that between a 3-D object and a photo. The 3-D object, say a box or dice, can be viewed from any angle. By spinning the cube, you can see every side. With the photo, all you can ever see is the one view. Star Fox uses rotation effects to create its 3-D perspective views. The star ship has free motion within a moving zone, which means you can fly from side to side and up and down within a limited tunnel area that continually scrolls forward. As you swing from side to side, the perspective changes both for stationary objects and enemy ships. These objects are continually rotated to provide the correct perspective from your point of view.

In future games, the Super FX will make possible more realistic 3-D perspectives, as we have seen, but there is another graphic effect that can make just as big an impact. Texture mapping refers to the process of placing picture images on a polygon. Since pictures can be incredibly detailed, the result is a polygon that looks much more like a real object. For instance, the hull of a spaceship might be blackened by streaks of laser scorching, or the hull of a boat might show splintered wood and barnacles. Texture mapped polygons can be rotated and scaled just like regular polygons, the result of which can be highly realistic 3-D objects.



Three dimensional shapes actually consist of many polygons. This cube has six sides, but they can all be scaled and rotated together so they seem to make a single object.



A polygon object can be rotated on any of its three axis for a true 3-D appearance. Sprites can also be rotated, but only on a single axis.

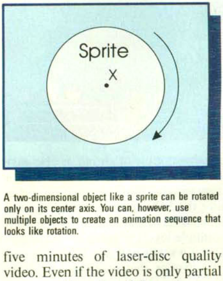
THE LIGHT STUFF

One of the most difficult problems in computer graphics is the representation of moving objects with respect to a light source. Since the Super NES has a huge color palette, it can already generate the hundreds of gradations of a single color required to reproduce light and shadow effects and display 256 of them at one time. With the Super FX, polygons can move and still display shadows and gradations on their surfaces.

If all this isn't enough, the Super FX can also enhance collision detection between sprites, calculating many more collisions at a time than the Super NES can do alone. The result is smoother action on the screen. The Super FX also can handle an unlimited number of sprites per scan line. The practical result of that is elimination of character flicker. Even more innovative graphic effects may also be forthcoming once programmers have studied all the possibilities of this powerful new partner to the Super NES.

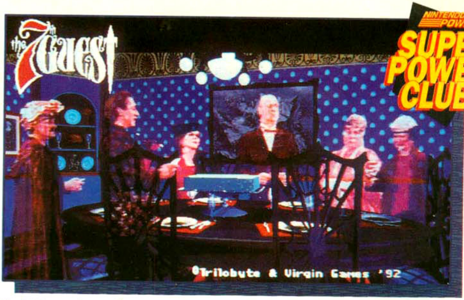
THE 32-BIT CD BARRIER

The second new technology is the one everyone has been talking about—CD-ROM. As popular as the speculation has been that CD-ROM is the inevitable game format of the future, many misconceptions exist about what it can do and what it cannot do. The myth about CD-ROM is that gamers will suddenly have a totally cinematic game play experience with unlimited interactivity. Even with 500 megabytes of memory capacity, CD-ROMs can't store enough video, audio and game play for that sort of game. The fact is that a single CD-ROM can store only 78 minutes of audio or only five minutes of laser-disc quality video. Even if the video is only partial screen and less than full motion, say ten to 15 frames per second, you can squeeze only about 90 minutes of condensed video onto a disc. The reality of CD-ROM games, therefore, must be something other than bringing Hollywood to your living room.



A two-dimensional object like a sprite can be rotated only on its center axis. You can, however, use multiple objects to create an animation sequence that looks like rotation.

The biggest single advantage of the CD-ROM format is the size of its memory in comparison to current ROM chips. Even the 16 megabits of Street Fighter II shrinks to insignificance when compared to 500 mega-



The 7th Guest makes use of many cinematic techniques, including live actors, raising its development costs very high.

bytes. But the CD-ROM has some disadvantages that can't be ignored. Number one, CD-ROMs are inherently slower than ROM chips. ROMs access data at remarkable speed. CD-ROMs access information thousands of times slower, which can lead to lengthy pauses in game play. Another misconception is that CD-ROM graphics are superior to the graphics of cartridge based games. The limiting factor in this regard is not whether game data is stored on disc or ROM chips, but how good the console is at creating and displaying graphics. If a video game system can display only 16 colors at a time, which is the case of some 16-bit systems, hooking up a CD-ROM will not result in superior graphics. On the other hand, if a system such as the Super NES already has excellent graphics capabilities, the CD-ROM may allow programmers to use graphics in some interesting new ways.

To date, programmers have been creating games for a number of CD-ROM systems, but there has yet to be a standout title that makes use of the CD-ROM in truly innovative ways. Sherlock Holmes: Consulting Detective from Icom Simulations may be the best game so far. In Sherlock Holmes: Consulting Detective, quarter screen video sequences are used when Holmes and Watson are seeking information. You also hear dialogue exchanges, but you can't interact with the characters. In Escape From Cyber City for the CD-I system, you can make choices at branching paths similar to the old Dragon's Lair laser disc game. The uneven pans and awkward control, however, make this action game frustrating to play . . . and yet it is probably the best of the current CD-ROM action games.

A larger category of games are cartridge games that appear on CD-ROM, perhaps with a new audio track thrown in for flash. Sometimes a company will bundle a number of cartridge games on a single disc to add value. When you consider the cost of a CD-ROM system or accessory, the cheapest of which begins at $300, the issue of quality software becomes very important. Is the extra money really worth a cartridge game with a great sound track and a few minutes of video? Until there are games that truly make use of the strengths of the CD-ROM, most game players will find it difficult to justify the added expense.

THE FUTURE OF VIDEO GAMES

So what does a game have to have before it is worth the cost of buying the hardware? Most game players want to feel as if they are in control of a character or the game environment. In The 7th Guest, which is more of an interactive ghost story than a game, you are in control of your view plus you can point and click to manipulate objects, solve puzzles and gather information. The 7th Guest from Virgin Games is extraordinary in that it combines smooth scrolling animation with an exceptional sound track, video images, computer generated images, and an intriguing story. The 7th Guest succeeds at creating an atmosphere as powerful as a cinematic experience. This direction is one of the most promising for CD-ROM.

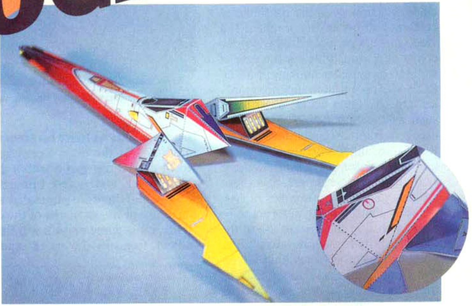
As you might imagine, the cost of developing games that include extensive video footage with live actors, digital sound and original music scores is very high. Estimates of the cost of The 7th Guest range as high as $1.5 million, and at least $1 million for Sherlock Holmes: Consulting Detective. Even though the actual disc may be cheaper to manufacture than ROM chips, the extraordinarily high development costs get passed on to the consumer, which is why these PC CD games retail for close to $100.

At Nintendo, the engineers and developers have been studying the problem of creating a CD-ROM accessory that will truly add to the gaming experience. One result is that Nintendo has decided to use a 32-bit coprocessor for its CD-ROM player. Although this change delays the introduction of the accessory, the extra processing power will greatly increase what can be done with Super NES games. Like the Super FX, the Nintendo CD-ROM is designed for one reason only—to provide a platform for a new generation of games for your Super NES. Nintendo's philosophy is to offer only products with true value, which means that the hardware must be state-of-the-art and affordable, but also that the games must be suited for the CD-ROM, not just shovel-ware, or cartridge games put on a disc. What those games will be like is anyone's guess, perhaps a mix of types, combining the breathless action of Star Fox with the extraordinary atmosphere of The 7th Guest. Quite possibly this new generation of games will be unlike anything we have ever seen or even dreamed of before.

Regents Park

GETTING IT TOGETHER

This paper model is a replica of the polygon object fighter in Star Fox. You can get an idea of how the polygons fit together on the video version of the ship by folding and taping or gluing the model. This model was not intended for flight and may be damaged if thrown.



The rear view shows how the braces hold the wing sections apart. The inset photo shows how pieces 3 and 7 fit together. Tuck the flaps marked A on piece 3 into the open rear cab area of piece 7.

THE SHAPE OF THINGS TO COME

KNOW YOUR LINES

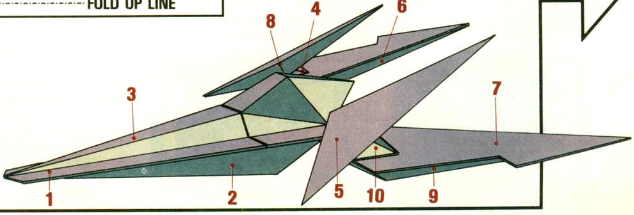
First, assemble the main body pieces: 1, 2, 3, and 7. The wing pieces should be assembled last. The diagram also shows the relationship between pieces.

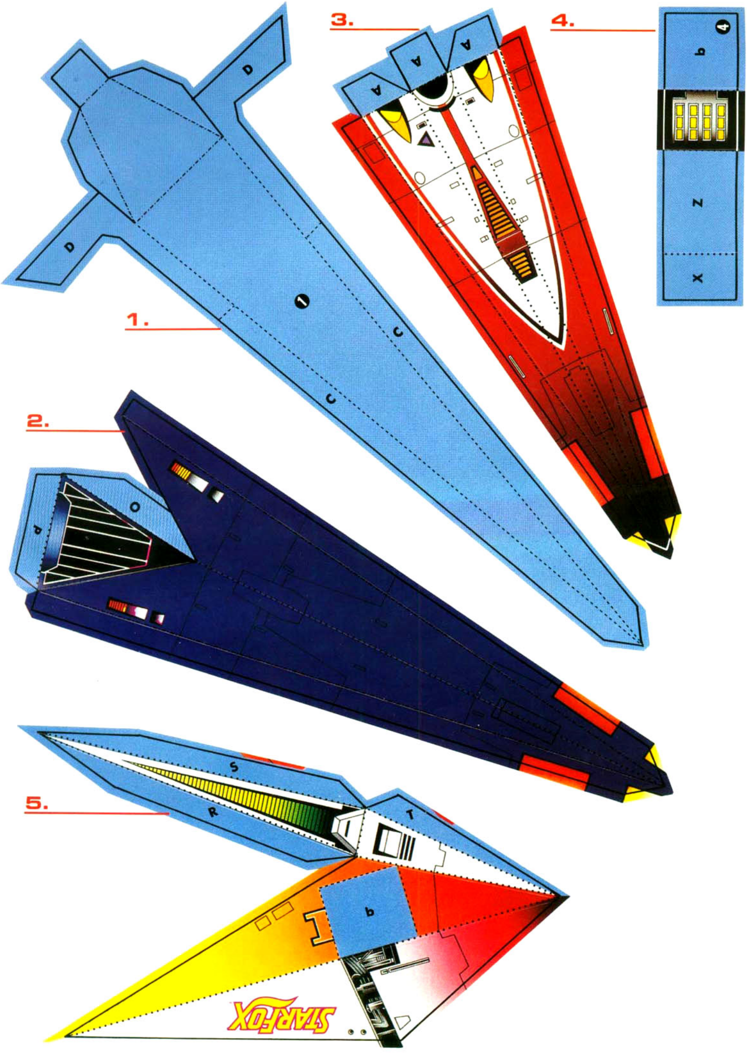
———————— **CUTTING LINE**
·························· **FOLD DOWN LINE**
- - - - - - - - - - - - - - **JOINT LINE**
-·-·-·-·-·-·-·-·-·-·-·-·- **FOLD UP LINE**

The Star Fox ship model looks as complex as a real spaceship, and it requires patience and care to assemble. Be sure to take your time and double check each piece before cutting it or attaching it.

Before assembly, identify all folding and cutting lines. Make sure cutting lines are solid and not design details.

HINTS

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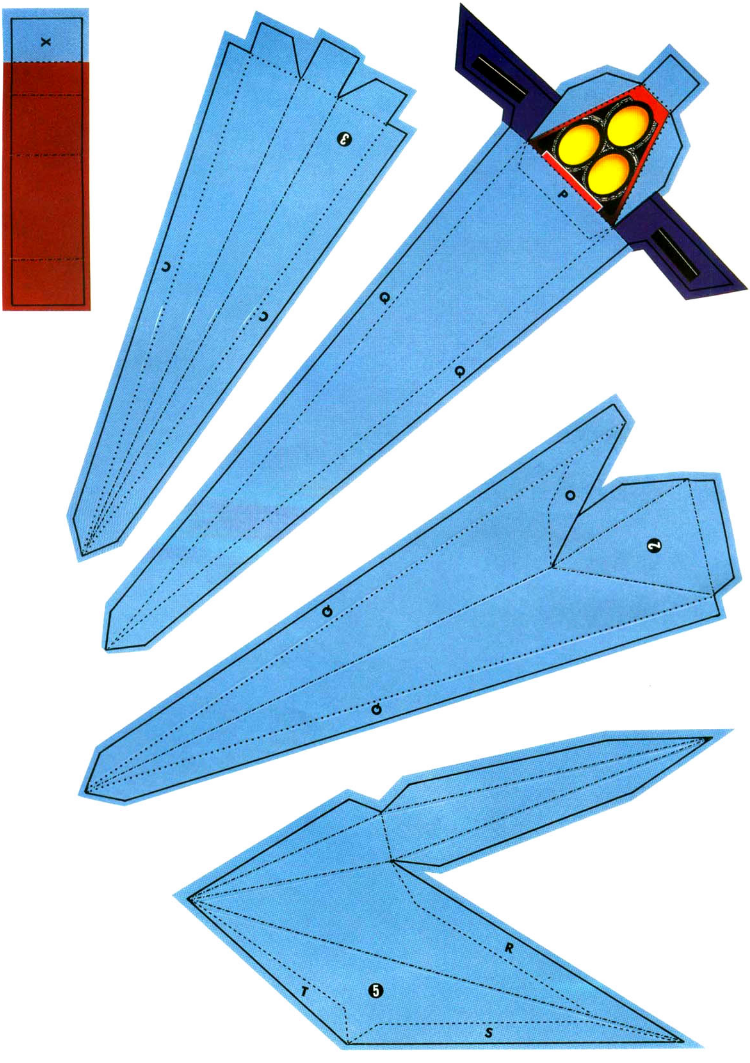
STARFOX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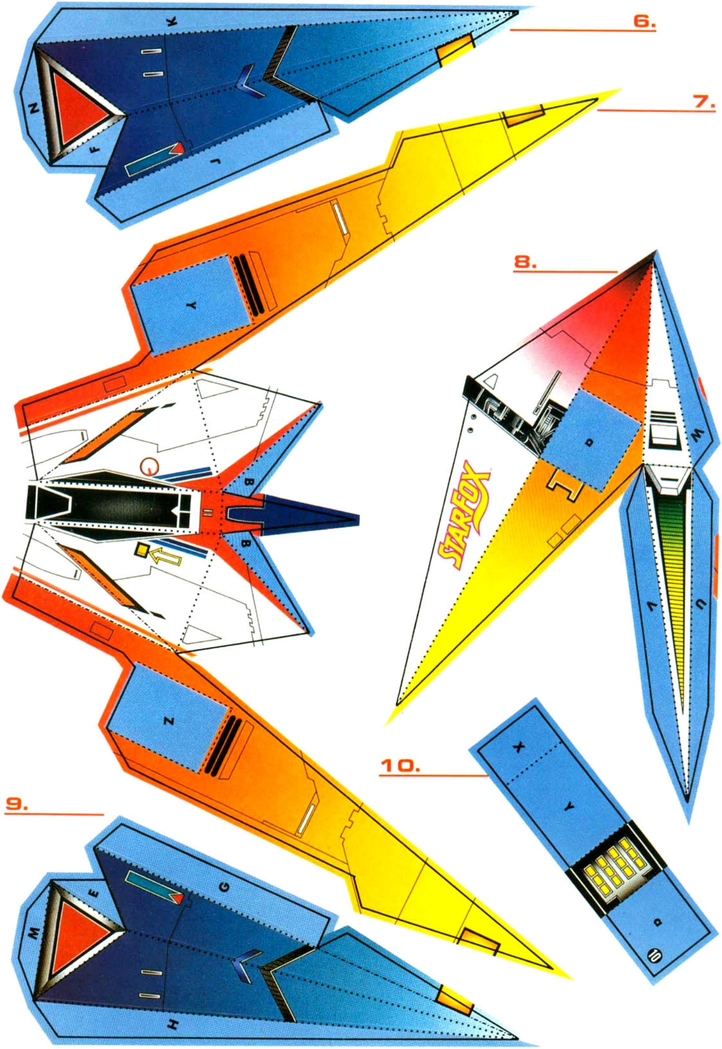
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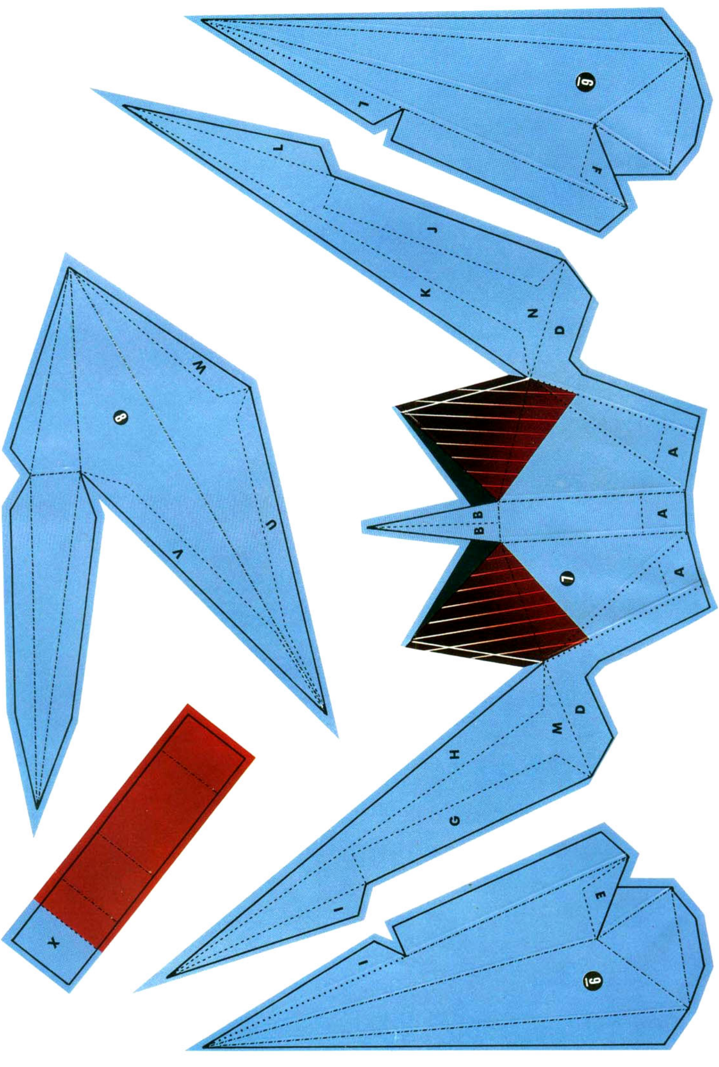
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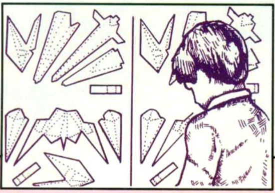
6

FOLLOW THESE BASIC STEPS

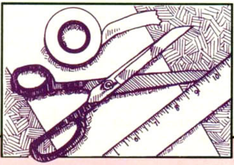
1

Familiarize yourself with the diagrams and model pieces. Each piece is numbered so you can see how it attaches to adjoining pieces. Also note the lettered tabs. These indicate how pieces actually fit together. To form joints, face matching letters together. Finally, know what the different lines indicate. The solid line is to be cut. Detail lines should be left alone. The dotted line indicates where you fold down or away. The dashed line shows where pieces should be connected. The dashed/dotted line should be folded up or toward you.



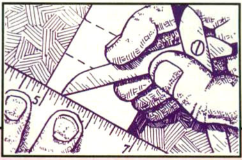
2

Nintendo Power's expert model makers recommend using the following tools: double-sided tape or glue stick, small scissors, and a ruler.



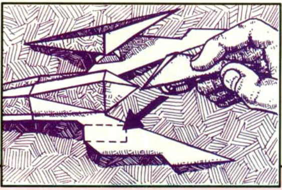
3

When folding pieces, it is best to fold along the edge of the ruler or straight edge to keep the fold perfectly straight.



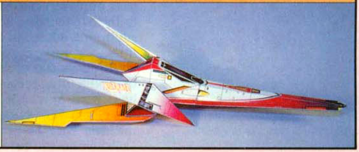
4

The wing braces may be the trickiest parts to assemble. Pieces 4 and 10—the wing braces—form into triangles that fit between the main body and upper wing sections. Piece number 10 fits between pieces 7 and 8, while piece number 4 fits between pieces 5 and 7. Take a look at the 3-D illustration to see how these braces fit between the wings. Notice that the long part of the wings extend backwards and the exhaust ports face to the rear.



SOME EXTRA TIPS

—Handle each piece with care and be sure to make folds using your straight-edge or ruler so the folds come out straight.
—The tips of pieces can be bent accidentally. Be careful!



BEHIND THE SCENES

Game evaluations at Nintendo are important business, so important that the in-house evaluation process is strictly limited to trained professional evaluators who are not even allowed to talk to each other about the games. But that is only one aspect of evaluating new games from Nintendo and its nearly 100 licensee companies. The second method goes straight to the heart of the video game industry—the players.

In a business park near Nintendo's Redmond, Washington headquarters is an office with a modest sign that reads simply, Evaluation Center. Inside, Nintendo gets down to the business of guaging how consumers will receive a game by having those same consumers take an early look at Super NES, NES and Game Boy titles, sometimes even games from Europe and Japan. Some of the games are finished products, but sometimes they are still in development. That means that these players get to look at games before the mags get their review copies, except Nintendo Power, of course. If this seems almost too good to be true, in one sense it is.

...Players like you can tell Nintendo what you think!

The Evaluation Center recruits all types of Nintendo players to play the games. You can be a great player or just a beginner.

Evaluating games is a lot of fun for these lucky Nintendo Fans. They get to play NES, Game Boy, and Super NES games before they come out in the stores!

The Evaluation Center keeps a huge list... over 1600 people...

The players are selected from a data base that includes volunteers from the greater Seattle area . . . only. That isn't to say that players in Duluth or Hoboken aren't just as worthy to judge the latest games. You might just say that they live in the wrong place at the right time.

So what is the Evaluation Center looking for in an evaluator? You may be surprised to learn that you don't have to be a power player. Players of all ages and all play abilities are selected. Since the purpose is to sample the consumer base for statistical analysis, the heaviest concentration of players are males between the ages of ten and 14. That is the age group that buys the most games and plays the most hours. Recently, that base of players has been expanding to include females, both young and adult, and adult males. Game Boy titles, for instance, might have a larger percentage of adult evaluators than NES titles, because more adults have been purchasing and playing the Game Boy system. Currently, the data base holds the names of 1600 volunteers, but that number is growing every week . To get on the list, players must fill out an application and a questionaire. Minors need to have permission from their parents or an adult, but that doesn't seem to be a problem. Some clever parents have been known to use the Evaluation Center as an incentive for players to earn good grades at school. The questionaire is designed

Some of the tougher games may take quite a bit of concentration to master, and these guys show it!

AT NINTENDO

as a video game profile of the player. Applicants are asked what game systems they own, what their favorite games and types of games are, how often they play and how good are their playing skills. The answers to these questions are entered into a data base to help with later analyses.

Honesty is the most important thing when evaluating a game.

Finally, it's time for some hands-on fun. Evaluation sessions give players an opportunity to test-drive four new games within two hours—about 30 minutes per game. In a two week period, players attend four sessions, then their names go onto a non-active list for six months so other evaluators have a shot at the games. During the first session, players go through a short orientation where they are introduced to the evaluation system and encouraged to give their honest opinions. For each game, evaluators rate different elements of the game such as graphics, sound, play control and challenge on a scale of one to five. They also have an opportunity to write comments—what they liked or disliked about a game. Finally, there is a questionaire that measures a game's success by asking questions such as would you buy the game or tell your friends about it?

For every game that undergoes the scrutiny of players, 65 evaluations are completed. The scores from all these evaluations are compiled and averaged, but they can also be broken down by age group and type of player. The results give a good indication of how consumers will respond to a game, or to certain elements of a game. Among other things, the numbers can help Nintendo plan marketing strategies or make changes to a game.

Sometimes the evaluators give Nintendo valuable information without even trying. While the evaluation group is playing games, they may be watched by a second group behind a one-way window. Cameras and microphones are also placed around the room to capture the evaluators' candid reactions as they play. The cameras can zoom in on anything, from the smile on a player's face to the enemy boss on the television screen. The observers can learn a great deal by studying initial player responses. Do they really seem to be having fun? Are they bouncing out of their seats or just staring at the screen? How far do the players get in a game in only 30 minutes? This information can be just as important as the numbers in the data base.

Nintendo recognizes that every player has a valid opinion about each game they play. The Evaluation Center is Nintendo's link to the most important part of any video game—the player. At Nintendo, players count!

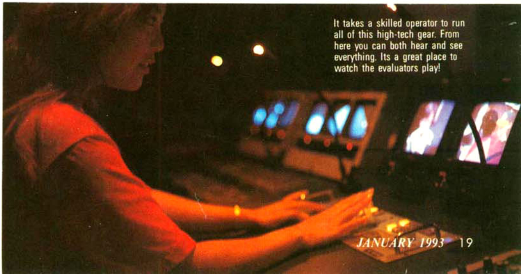
All of this high-tech gear is used to record the evaluators' reactions to the games.

The view from the control booth is only one-way. You can see the players, but they can't see you!

ATTENTION SEATTLE PLAYERS!!

If you live in the greater Seattle area and would like to evaluate games at Nintendo, request an application from the address shown here. Include your address and phone number.

Nintendo Evaluation Center
P.O. Box 957
Redmond, WA 98052



It takes a skilled operator to run all of this high-tech gear. From here you can both hear and see everything. Its a great place to watch the evaluators play!

NINTENDO PROS

Evaluations of games at Nintendo aren't limited to the reactions of consumers. Another important means of judging games is to have teams of pro game players make evaluations. Two groups of evaluators review and evaluate every game that arrives at Nintendo HQ. In addition to these two groups, a team of Game Analysts plays Nintendo and licensee games still in development. The comments of the Analysts help programmers focus on possible trouble areas in a game. They also suggest ways to improve games in areas like game control, graphics, and depth of play.

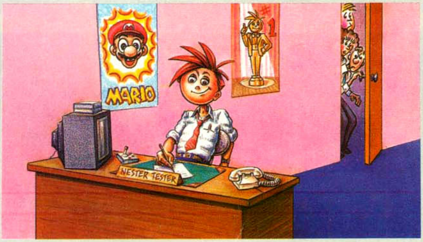
HOW A POWER METER IS BORN

The eight category scores below for Super Mario World were combined and averaged to create the four Power Meter ratings.

1. Graphics	4.85	G4.7
2. Sound	4.55	
3. Initial Feel	4.4	P4.6
4. Play Control	4.8	
5. Concept/Story	4.3	T 4.4
6. Excitement/Thrill	4.4	
7. Lasting Interest & Challenge	4.4	C4.5
8. Overall	4.6	

In-house evaluations are used by many departments at Nintendo, but the most familiar use is the Power Meters printed here in Nintendo Power. The Power Meter averages the evaluation scores of the two evaluation groups in eight categories, which are then combined into the four categories of the Power Meter. Since each of these pros has played hundreds of games, their ratings are comparative, or based on their knowledge of how good and poor games can be. They also take into account the norm for different categories of games. For instance, a game like chess won't suffer in its ratings from having simple graphics as long as those graphics are easily understood. The evaluators must also keep in mind what is expected from different types of games and game elements. In a racing game, for example, players expect to start slow and build up speed, like in a real car. Blasting off the starting mark at 300mph would not generally be viewed as a plus by game testers.

Although a Power Meter may rate a game as high or low, it isn't the final word. Remember that the Power Meter number you see is only an average. Some of the evaluators may have rated a game quite highly while others rated it as mediocre. Also, a high rating in a particular category may be more significant for certain types of games. An RPG should have a high rating in the Challenge and Theme & Fun categories. For this type of game, Graphics and Control are secondary factors. As you begin to make your own evaluations, keep in mind that everyone looks at games in different ways. Your Personal Power Meter is just one of many possible results.



FORM YOUR OWN EVALUATIONS

Use the form on the next page to evaluate games yourself. Make as many copies of the form as you need for your files. Fill out the top of the form with the correct information so you can keep track of what games you have evaluated. When you play the game, be thinking of the following categories:

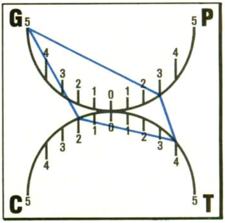
Graphics & Sound—The graphics of a game should add to the game experience. Be sure to notice the background as well and the character animation. Sound includes the background music as well as the sound effects. Do the sounds fit the feel of the game?

Play Control—The play control of a game should be smooth and easy to control. The character should jump when you want him to. This can also include the placement of the buttons. Are the run and jump buttons where they should be?

Challenge—The challenge of a game should fit the level of the player. A good game should challenge game players as well as keep them interested.

Theme & Fun—Does the game have an original theme to it, or is it the same as all your other games? How much fun did you have when you played the game?

After you have played the game, place your scores on the chart in the center of the form. Connect the four scores to make your own power meter of the game.



This Power Meter is an example of a game with great graphics, fair play control, little challenge, but is still fun to play.

NINTENDO POWER PLAYER'S EVALUATION FORM

SUPER POWER CLUB

NAME OF GAME

SYSTEM

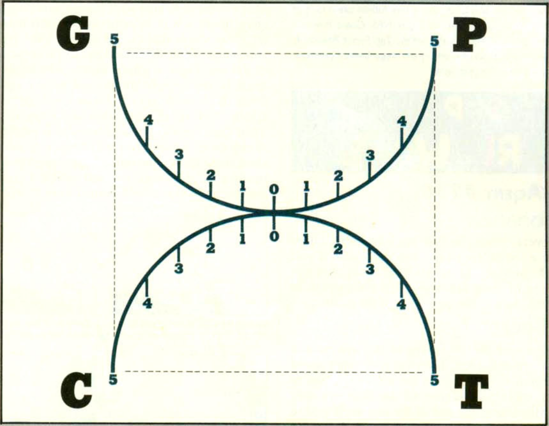
COMPANY

GAME TYPE

EVALUATOR

DATE

ISSUE REVIEWED IN NINTENDO POWER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EVALUATION	POWER PLAYER	POWER METER	Evaluator's Comments
G= Graphics & Sound			
P= Play Control			
C= Challenge			
T= Theme & Fun			

THE BEST OF CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

Our agents have answered a call from headquarters to compile the best entries from past Classified Information columns and to come up with a few new tips for this special section. What follows are a load of winning codes and strategies for several Super NES, Game Boy and NES hits. Since most subscribers already own the Top Secret Passwords Player's Guide, we have not included any of the Stage Select Codes and Password tricks that appear in that book.

SUPER MARIO WORLD

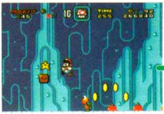
FROM AGENT #536

1-Up Bonanza

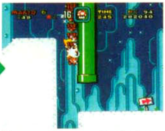
There are several places in this big adventure where you can earn a ton of 1-Ups quickly and easily if you know the right moves. Our agents have brought to our attention three of their favorite 1-Up maneuvers in courses that are close to the beginning of the game.

Donut Secret 2

Climb the vine near the beginning of this course and release a Starman at the top. Then run with super speed and leap to catch the Starman in the air. While you're under the invincible influence of the Starman, run quickly to a Block near the end of the course. If you're still invincible when you hit the Block, you'll release another Starman. Collect it and plow through the nearby enemies. By the time you fly through a vertical line of Koopa Paratroopas just ahead of the goal, each of these flying fiends will net you a 1-Up. You should collect at least eight 1-Ups using this maneuver.



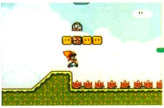
After you grab the Starman close to the beginning of the course, run quickly to this Block and make another Starman appear.



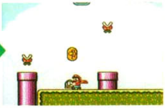
The second Starman will extend your invincibility so that you can plow through these Koopa Troopas and earn 1-Ups-a-plenty.

Vanilla Secret 2

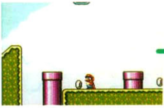
This course is loaded with Koopa Troopas. Our agents have found a way to temporarily turn these enemies into gray Coins that can be collected for 1-Ups, 2-Ups and 3-Ups. After the midpoint, you'll come across a pit of Spinies. There are four floating Blocks above the pit. Walk to the edge of the pit and hit the second Block from the left. A gray P-Switch will pop out of the Block. Pick up the P-Switch and carry it to the left. Then drop the P-Switch between two purple Pipes and stomp on it. All enemies will become gray Coins for a short time. Run to the left at super speed and collect the newly changed Coins. By the time the Coins turn back into enemies, you'll have earned from 40 to 50 1-Ups.



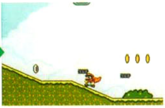
Walk to the edge of this pit and hit the second Block for a gray P-Switch.



Carry the P-Switch to the space between two purple Pipes and drop it.



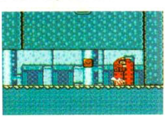
When you hit the P-Switch, all enemies will turn into gray Coins.



Run to the left and collect the Coins for several 1-Ups.

Vanilla Fortress

This underwater stronghold is filled with odd sea creatures. You'll encounter a pair of Bony Beetles in front of the door to Reznor's chamber. Tread water near the door and stomp the Beetles whenever you have a chance, without hitting the ground. You'll earn a growing number of points for each stomp and, eventually, 1-Ups.



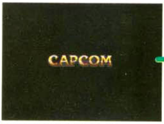
Tread water here and hit the Bony Beetles for points and 1-Ups.

STREET FIGHTER II
The World Warrior

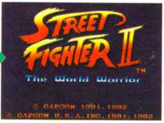
■ FROM AGENT #408

The Ultimate Match

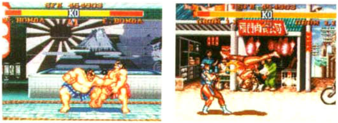
News of a code that allows players to face off with each other using twin fighters has spread quickly throughout the video game world. If you haven't heard of this cool feature, here's how to set it up. When the Capcom logo appears briefly before the title screen, press the direction keys on the Control Pad and the Controller Buttons in the following order: Down, R, Up, L, Y, B. When the code is entered, a tone will sound and the title screen will appear with a dark blue background instead of the usual black background. Enter the V.S. Battle mode for two-player simultaneous action and select your fighters. Both players will be able to control nearly identical fighters, with a slight color difference in order to tell them apart. For the first player to complete his or her character selection, pressing the Start Button changes the color of the fighter while pressing the A Button keeps the color the same. The color of the other fighter is made to be different from the first fighter when the player presses either Start or A to complete the selection.



While this logo is on the screen, press Down, R, Up, L, Y and B.



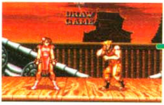
You'll know that the code is entered correctly if the title screen is blue.



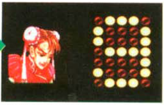
With this super code, you can set up a two-player match using twin fighters for a true test of player power.

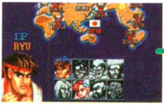
Computer-Controlled Duel

The twin fighting code allows battles between identical fighters in a two-player game. Our agents have discovered a way to allow a player-controlled fighter to enter a battle with his computer-controlled twin. Variations of this maneuver work for Ryu and Ken. We'll explain the Ryu Vs. Ryu matchup first. Start a single-player game and choose to control any character except Ryu. Continue the game until the fight comes to Ryu's dojo. Then press the Start Button on Controller II to bring in a new challenger and, again, choose to control any fighter other than Ryu. During this match of player-controlled fighters, let each of the characters win one of the first two battles. Then, have the third and fourth fights end in no-contact draw games by letting the time run out. After the final match, you'll have the option to continue the game. Press the Start Button on Controller I, then select Ryu as your fighter. You'll fly to Ryu's dojo and battle his computer-controlled double.

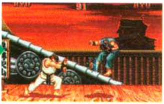


Fight your way to Ryu's dojo. Then bring in a new challenger, trade victories and draw twice.

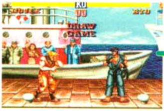

When the battle is over, you will have a chance to continue. Press Start on Controller I.



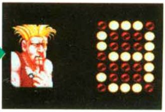
This new fight will be set for Ryu's dojo. Choose Ryu as your fighter.

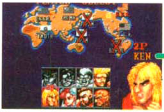

Your Ryu will meet a computer-controlled Ryu in a showdown.

The setup for the Ken Vs. Ken match is similar to that of the Ryu Vs. Ryu match. Start a game with any character other than Ken. Once at Ken's stage, press the Start Button on Controller II to bring in a new challenger. After the two fighters trade victories and draw the last two fights, you'll have the option to continue the game. Press the Start Button on Controller II (not Controller I as in the previous maneuver) and choose Ken as your fighter. In the Player Two position, your character will challenge a computer-controlled Ken look-alike.

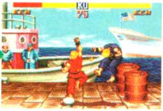


At Ken's dock stage, fight a draw match against a new challenger.


When you are given the option to continue, press Start on Controller II.



The match will be set up for Ken's dock. Choose Ken as your fighter.



Using Controller II, you will battle a computer-controlled Ken twin.

THE BEST OF CLASSIFIED INFORMATION

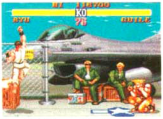
STREET FIGHTER II
The World Warrior

■ FROM AGENT #408

The Best Offense...

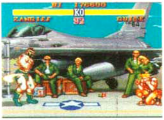
Special offensive moves that can be made by four of the Street Fighter II challengers turn out to be good defensive moves when used against the flying Sonic Boom, Yoga Fire and Ha Dou Ken attacks. These fighters are Ryu, Zangief, Dhalsim and Chun Li. Take a look at the tips below for all the right moves.

RYU


KO
RYU
GUILE
76

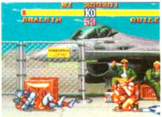
Press Right, Down, then Down and Right along with a Punch Button to pull off the powerful Dragon Punch.

ZANGIEF


KO
ZANGIEF
GUILE
92

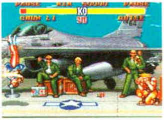
Hit Zangief's three Punch Buttons simultaneously to send him spinning and allude the Sonic Boom.

DHALSIM


KO
DHALSIM
GUILE
53

Press Down and hit a Kick Button to slide under any airborne attacks.

CHUN LI


PAUSE
KO
CHUN LI
GUILE
98

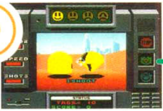
Press Down for two seconds, then press Up and press a Kick Button. Your Inverted Hurricane will blow away the attack.

FACEBALL 2000

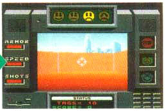
■ FROM AGENT #303

Pod Farming

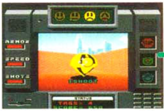
The Faceball 2000 pros have developed a Cyberzone technique called "Pod Farming" which creates Power-Up-carrying Pod Drones. In any area that contains Yellow Smiloids or Gremlins, one Pod Drone will appear for every easy-to-defeat character that you touch. By firing on the flashing Pod Drones that appear, you can earn armor, Coins and life-replenishing Power-Ups.


SPEED
SHOTS
STATUS

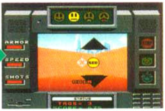
Run into low level enemies when your life meter is full.


ARMOR
SPEED
SHOTS
STATUS

The enemies will disappear, but they won't count as "tags."


ARMOR
SPEED
SHOTS
STATUS

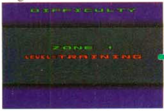
Look for flashing Pod Drones and hit them with your weapon.


ARMOR
SPEED
SHOTS
STATUS

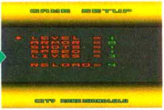
Pod Drones will leave behind special items when they're gone.

99 Lives and More

Here's how to instantly increase the power of your Pod and select as many as 99 lives in reserve. When the starting level selection screen appears, press and hold the L and R Buttons, then press the Start Button. The game setup screen will appear. Adjust the options on the screen to your liking, then press the Start Button to begin.


DIFFICULTY
ZONE 1
LEVEL: TRAINING

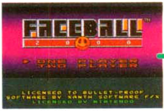
Press and hold L and R. Then press Start.


GAME SETUP
LEVEL
ARMOR
SHOTS
SPEED
LIVES
RELOAD

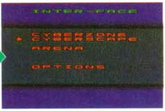
The game setup will give you important options.

Cyberscape!

The Game Boy version of Faceball 2000 includes a game option called Cyberscape which challenges you to find flashing exits in Smiloid-filled mazes. The Super NES version offers a more action-oriented game called Cyberzone. Our Faceball 2000 contacts have clued us in on a way to choose Cyberscape on the Super NES version of the game as well. When the screen which allows you to choose the number of players appears, press and hold the L and R Buttons along with Left on the Control Pad, then press the Start Button. The interface screen will appear, offering Cyberscape as an option!


FACEBALL 2000
ONE PLAYER
TWO PLAYER
LICENSED TO BULLET-PROOF SOFTWARE BY XANTH SOFTWARE F/X
LICENSED BY NINTENDO

Press and hold L and R. Then press Start.


INTER-FACE
CYBERZONE
CYBERSCAPE
ARENA
OPTIONS

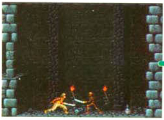
Press and hold L and R. Then press Start.

PRINCE of PERSIA

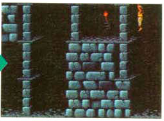
FROM AGENT #711

Longer Lifeline

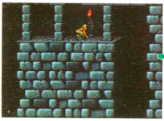
Our agents have found a way to max out your lifeline in Stage Three of Prince of Persia for the Super NES. This Persian prison stage is made up of two large sections. By collecting the pair of lifeline-extending Bottles in the first section and making your way to the second section, you can earn a password which accounts for the longer lifeline and marks your starting position at the beginning of the stage. When you re-enter the game via the password, you can collect the Bottles again and earn another password when you reach the second section. Continue this pattern until your lifeline is at the desired length or at the maximum of 15 Bottles. Our agents warn that collecting both Bottles and exiting the first section requires at least two-and-a-half minutes. Don't spend too much time with this trick, or you won't clear Stages 4-20 in the allotted time of two hours.



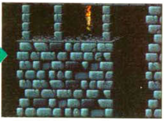
Run to the right from the beginning of Stage Three and battle a skeleton for the first Bottle.



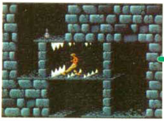
After you have the Bottle, run to the left and climb up this hidden ledge. Then run to the right.



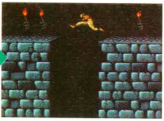
Jump up and hit the ceiling in this area. You'll knock out a loose panel and send it falling to the ground.



Once the ceiling panel is gone, you can jump up to a hidden ledge and climb into an out-of-the-way room.



Step carefully through the blades in this chamber and drink from the second Bottle to extend your lifeline.



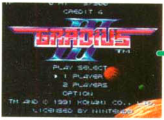
Cross the large gaps to the second part of Stage Three, then re-enter your new, extended-lifeline password.

GRADIUS III

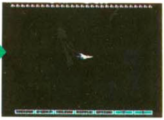
FROM AGENT #312

Ships-A-Plenty

By keying in a quick and easy code, you can multiply your ships in reserve nearly tenfold. When the title screen appears, press and hold Left on the Control Pad and press the A Button three times. Then press the Start Button. You'll begin the game with 29 ships in reserve.



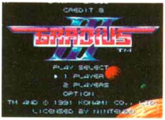
Press and hold Left, then press A three times and press Start.



Look at all those ships in reserve! You'll go far with this fleet.

Extra Credits

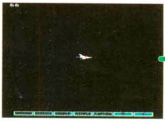
While the title screen for this space adventure is showing, you can increase your credit total by pressing the X Button quickly and repeatedly. You should be able to build up the total to as many as eight credits. When the credits are up, press the Start Button before the title screen disappears, or the credit total will go back to four.



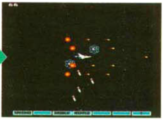
Press X quickly and repeatedly to add to your credit total.

Instant Power-Up

In the tradition of the other Gradius games, you can earn Power-Ups instantly in this game through a special code. In the middle of the action, press the Start Button to pause the game, then press the Control Pad direction keys and the Controller Buttons in the following order: Up, Up, Down, Down, L, R, L, R, B, A. When you press Start to resume the action, your ship will be loaded with extras.

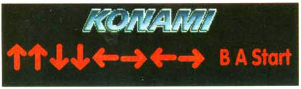


Pause the action and press Up, Up, Down, Down, L, R, L, R, B, A.



Your ship will have Missiles, a Force Field, Options and extra speed.

THE BEST OF CLASSIFIED INFORMATION

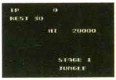

KONAMI
↑↑↓↓←→←→ B A Start

■ From Agent #312

The Konami Code

The programmers of Konami games created a long-standing code which makes for special circumstances in several games. In order to enter the code, you must press the Control Pad direction keys and the Controller Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. You can use this code to your advantage in the games listed below.

Contra


1P 0
REST 30
HI 20000
STAGE 1
JUNGLE

Key in the Konami Code when the Contra title screen appears. You'll begin the game with 30 fighters in reserve. Thirty more fighters will appear when you continue.

LifeForce

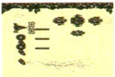
1P0000150 HI 0050000
1P29 2P00

By entering the Konami Code on the LifeForce title screen, you will extend your ships in reserve to a total of 29. You'll need the extra support in challenging areas.

Gradius

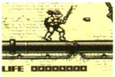
In the midst of the action, press Start to pause the game, then enter the Konami code. Your ship will be loaded with special Power-Up items.

Nemesis



The Konami code does for Nemesis what it does for Gradius. Pause the game, enter the code and blast through space with extra weapons.

T.M.N.T.—Fall of the Foot Clan

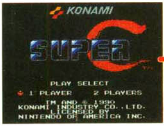


In this first Turtles adventure for Game Boy, get a one-time energy recharge by pausing the action and entering the Konami code. Your energy meter will be full.

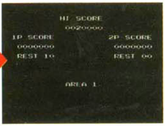
■ From Agent #010

Ten Fighter Code

For this Contra sequel, a new code was created which allows for ten fighters in reserve. When the title screen appears, press the Control Pad direction keys and the Controller Buttons in the following order: Right, Left, Down, Up, A, B, Start. When the game begins, you'll have extra fighters to use in a pinch.


KONAMI
SUPER C
PLAY SELECT
1 PLAYER 2 PLAYERS
TM AND © 1990
KONAMI INDUSTRY CO., LTD.
LICENSED BY
NINTENDO OF AMERICA INC.

Press Right, Left, Down, Up, A, B and Start.

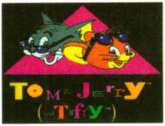

HI SCORE
0020000
1P SCORE
0000000
REST 10
2P SCORE
0000000
REST 00
AREA 1

You'll start the game with ten fighters behind you.

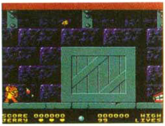
■ From Agent #614

Unlimited Mice

If you're tired of falling into Tom's mousetraps, there's a way to give yourself unlimited chances to foil his mischievous plans. The game has two title screens. Make sure that you key in the following code when you see the screen that shows an illustration of Tom and Jerry. Press the Control Pad direction keys and the Controller Buttons in the following order: Right, Right, Up, Left, Up, Right, Down, B, A, Select. Then press the Start Button twice to begin the game. The meter at the bottom of the screen will indicate that you have 99 lives in reserve. The number will never decrease, even when it appears that you've lost a mouse!


TOM & JERRY
(and Tuffy)

Press Right, Right, Up, Left, Up, Right, Down, B, A and Select.


SCORE 000000
JERRY
000000
99
HIGH
LIVES

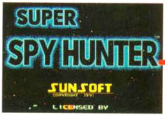
When the game begins, you'll have unlimited chances to terrorize Tom.

SUPER SPY HUNTER

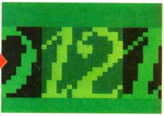
■ From Agent #002

Extra Car Roulette

With a little luck, you can begin your Super Spy Hunter mission with 12 cars in reserve. When the title screen appears, press and hold the A, B and Select Buttons, then press the Start Button. A series of numbers will fly by like the numbers on a roulette wheel. When the digits stop moving, the number in the center of the screen will indicate how many cars in reserve you have been awarded. The highest number on the wheel is 12. Keep trying until you've reached the desired number of cars.



Press and hold A, B and Select on the title screen. Then press Start.



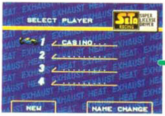
The number that appears on the screen is how many cars you will start with.

F1ROC RACE OF CHAMPIONS

■ From Agent #740

Formula One Slots

In another fast car/game of chance tie-in, this Formula One racer features a slot machine event before the Monaco race if you know the secret word. Change your racer's name to "CASINO" before you reach Monaco. Just prior to your Monaco race, you'll step into the F1-ROC Casino and play Slots for extra cash. If you want a guaranteed $10,000 to invest in your car, you can change your racer's name to "SETAUSA" at any point in the game. You'll start the next race with a very large account.



SELECT PLAYER

1 CASINO...

2 ....

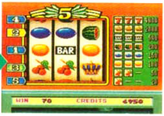
3 ....

4 ....

NEW

NAME CHANGE

Race into Monaco with CASINO as your moniker.



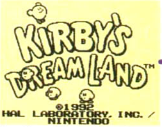
You'll cash in with F1-ROC super slots.

KIRBY'S DREAM LAND

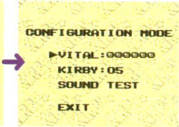
■ From Agent #289

Configuration Mode

You can increase your chances for success in this Game Boy adventure by keying in a code. At the title screen, press Down on the Control Pad along with the Select and B Buttons, all at the same time. The Configuration Mode will appear. In this mode you can change the number of hits Kirby can withstand, add to the number of lives in reserve, and listen to the sounds of the game.



Press Down, Select and B at the same time.



CONFIGURATION MODE

▶VITAL:000000

KIRBY:05

SOUND TEST

EXIT

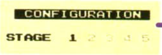
You'll enter the option-packed Configuration Mode.

TEENAGE MUTANT NINJA TURTLES FALL OF THE FOOT CLAN™

■ From Agent #920

Bonus Game Select

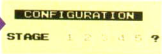
There are several areas in this adventure where you can play a bonus game to earn an energy recharge. You can practice these games before you start playing by keying in a code on the configuration screen. Press the A, B and Select simultaneously. A question mark will appear in addition to the five stage choices. Select the question mark for the option to play any of the bonus games.



CONFIGURATION

STAGE 1 2 3 4 5

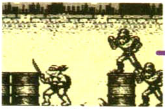
Press A, B and Select at the same time.



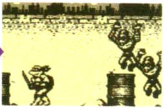
CONFIGURATION

STAGE 1 2 3 4 5 ?

The question mark triggers bonus game choices.



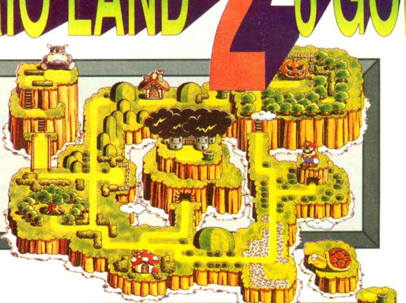
Break this barrel in the first stage.



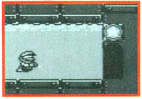
Step into the space to enter a bonus game.

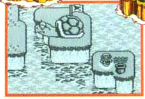
SUPER MARIO LAND 2 6 GOL

As wicked Wario reigns over Mario Land, our Koopa-crushing hero searches for the Six Golden Coins in a quest to reclaim his kingdom. What Mario may not know is that there are six secret areas hidden in the zones of Mario Land. This Super Power Club article reveals the locations of these special treasure-filled stages.

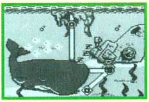


Take a tour of the underground and find out how six hidden exits lead to secret stages in the outskirts of five Mario Land zones. You'll discover Power-Ups, 1-Ups and Coins-a-plenty in these long forgotten lands. Their locations are shown in the pages ahead.

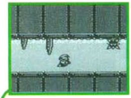




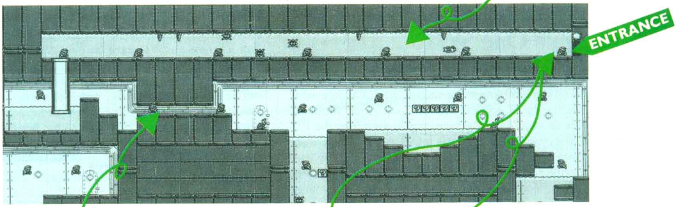
TURTLE ZONE

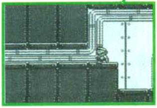


The sunken sub in the Turtle Zone is a maze of Pipes and narrow passages. Weave your way through the maze and avoid traps to reach the hidden exit to an island off the Mario Land coast.

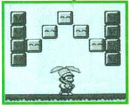


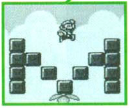
Electrified enemies and sharp spikes guard this waterway. Be careful!





A powered-up Mario can't fit in this very narrow hidden tunnel. If you want to reach the other side and move on to the secret stage, you'll have to cut our hero down to size.



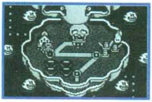


When you reach the secret island stage, you'll see that Wario has spelled his name in Blocks. You can turn the "W" into an "M" by jumping in the right places.

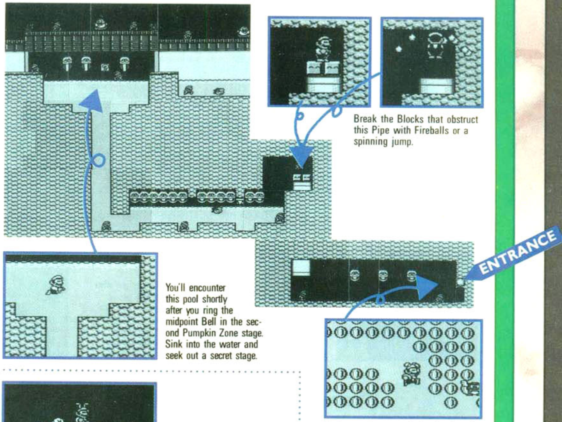
© 1992 Nintendo

DEN COINS - SECRET STAGES™

PUMPKIN ZONE



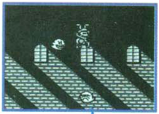
Solve more Mario Land mysteries. There are doors to secret stages in two Pumpkin Zone courses. You'll find them by exploring out-of-the-way areas and using special Mario moves. Once this pair of secret stages has been cleared, the markers on the Pumpkin Zone map will produce menacing spooks.



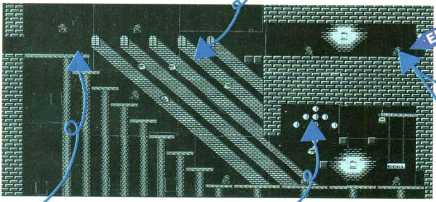
Break the Blocks that obstruct this Pipe with Fireballs or a spinning jump.

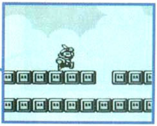
You'll encounter this pool shortly after you ring the midpoint Bell in the second Pumpkin Zone stage. Sink into the water and seek out a secret stage.

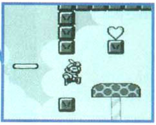
Pick up a Carrot at the beginning of this stage and fly through a cloud of Coins.



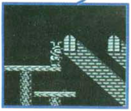
Avoid the spooks as you cross this gap or you'll be grounded.



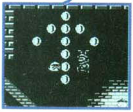




By breaking the Blocks in this secret stage, you can collect several 1-Ups.



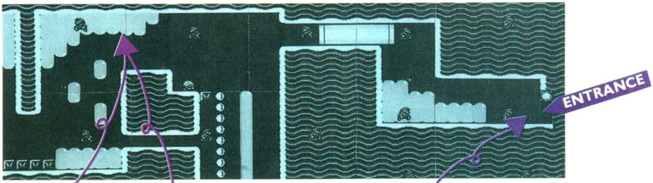
The ledge high above the Goal in the third Pumpkin Zone course leads to a 1-Up-packed secret stage. You can reach this special area by jumping from the stairs and floating to the ledge as Bunny Mario.

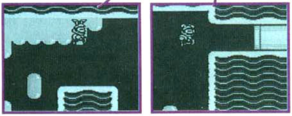


This Coin arrow should give you the clue that there is something special above the Goal.

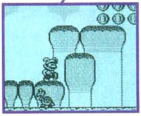
TREE ZONE

As Bunny Mario, you can reach a special exit in the second Tree Zone course where it branches off into the roots and tall grass. If you don't have Bunny Ears, look for a Carrot in a very deep section of the stage. Take the Carrot, then backtrack and search for the area pictured below.



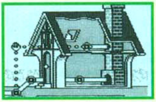


The Pipe on the other side of this gap is your goal. Jump into the gap as Bunny Mario, then float across the gap and walk into the Pipe.

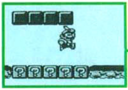


When you enter the Tree Zone secret stage, you'll encounter an army of Koopa Troopas. Smash them and toss their shells. Then look for the stage's two 1-Ups.

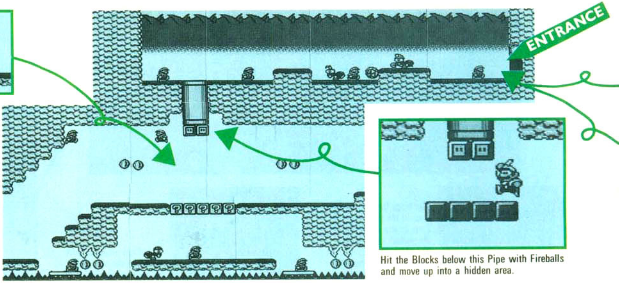
MACRO ZONE



By walking through the hidden exit in the first course of the Macro Zone and clearing the secret stage, you can skip directly to the final course. You'll be facing the zone's leading rat in no time. Stomp it three times and claim the Macro Zone Golden Coin.

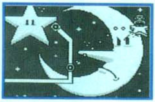


Make your way to the area pictured with Fiery Mario and jump up to reveal a four-Block platform.

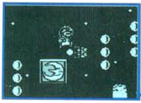


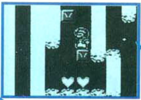
Hit the Blocks below this Pipe with Fireballs and move up into a hidden area.

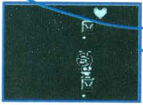
SPACE ZONE



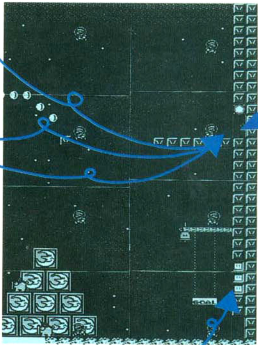
You'll rocket to a secret stage in the first Space Zone course by finding a way to float to an exit high above the Goal. Your spacewalk begins right after the midpoint Bell. Jump up to reveal hidden Blocks, then follow a floating Coin trail to the exit.

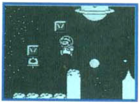


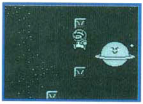


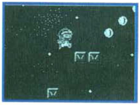


Coins and 1-Ups are abundant in this low-gravity secret stage. Collect what you can, then float to the exit.

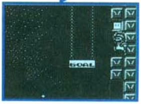




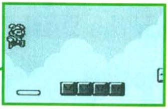


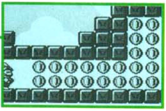


You'll find a hidden Block shortly after you ring the midpoint Bell. Jump onto the Block and continue your climb to the Coins.



The Blocks directly above the Goal can be broken, but they don't hide items or an exit.





The action in this secret stage scrolls automatically. Move quickly and watch for falling platforms.

Dear Friends,

Mario Land is full of surprises and special items. Take your time and explore all of the courses and zones carefully.

Your Pal,
Mario

PLAYER'S POLL CONTEST

TAKE A SLAP

WITH THE SAN JOSE SHARKS

GRAND PRIZE:

- Win a trip to San Francisco to see the San Jose Sharks take on the LA Kings
- Take to the ice and take a slap shot with the Sharks
- Take home a hockey stick autographed by the pros
- Visit Electronic Arts and meet the designers of NHLPA Hockey '93

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. How useful is the game data now included in Now Playing?

1. I like to read the ratings and find out about game memory before I decide to buy a game.
2. The data is interesting to read, but it doesn't influence my game purchases.
3. I don't understand the data.
4. I don't read the data.

B. How often do you send in your Player's Poll card?

1. Every month, no matter what the prize is.
2. Most of the time.
3. Once in a while, only when I really want the prize.
4. Never

C. Which of the following would you like to see in future issues?

1. More technical articles
2. Stories about readers
3. Comics
4. Puzzles and quizzes
5. Art contests

D. What kind of games do you most like to see reviewed?

1. Action
2. Adventure
3. RPG
4. Sports
5. Puzzle

E. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male
2. Female

Please use the game titles on the back of this card to answer the following questions.

G. Please indicate, in order of preference, your five favorite Super NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite NES games.

J. Trivia Test: Is Samus Aran a man or a woman?

Answers to the Player's Poll - VOLUME 44

Name ______________________ Tel. ______________

Address ______________________________________

City ______________ State ______________ Zip ______________

Membership No. ______________________ Age ______________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4

B. 1 2 3 4

C. 1 2 3 4 5

D. 1 2 3 4 5

E. 1 2 3 4 5 6

F. 1 2

G. Indicate numbers 1-74 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

H. Indicate numbers 75-126 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Indicate numbers 127-205 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

J. Trivia Test Answer: ______________________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. The Addams Family
2. The Addams Family: Pugsley's Scavenger Hunt
3. ActRaiser
4. Arcana
5. Axelay
6. Batman Returns
7. Best of the Best
8. Bill Laimbeer's Combat Basketball
9. Bulls vs. Blazers
10. Cybernator
11. Desert Strike
12. Drakkhen
13. Equinox
14. FaceBall 2000
15. Final Fantasy II
16. Final Fantasy Mystic Quest
17. Final Fight
18. Firepower 2000
19. F1 ROC
20. F-Zero
21. Gradius III
22. Hal's Hole-in-One Golf
23. Hit the Ice
24. The Hunt for Red October
25. Jimmy Connors' Pro Tennis Tour
26. John Madden's Football '93
27. Krusty's Super Fun House
28. The Legend of Zelda - A Link to the Past
29. Lemmings
30. The Lost Vikings
31. Magic Sword
32. Magical Quest Starring Mickey Mouse
33. Mario Paint
34. Monopoly
35. NBA All-Star Challenge
36. NCAA Basketball
37. NHLPA Hockey '93
38. Nolan Ryan's Baseball
39. Out of This World
40. Pilotwings
41. Populous
42. Push-Over
43. Road Runner's Death Valley Rally
44. R.P.M. Racing
45. Shanghai II: Dragon's Eye
46. SimCity
47. The Simpsons: Bart's Nightmare
48. Soul Blazer
49. Sonic Blast Man
50. Space Megaforce
51. Star Fox
52. Street Fighter II
53. Super Adventure Island
54. Super Baseball Simulator 1.000
55. Super Bases Loaded
56. Super Bowling
57. Super Castlevania IV
58. Super Ghouls 'N Ghosts
59. Super Mario Kart
60. Super Mario World
61. Super Off Road
62. Super R-Type
63. Super Smash T.V.
64. Super Star Wars
65. Super Tennis
66. Taz-Mania
67. Thunder Spirit
68. T.M.N.T. IV: Turtles in Time
69. Top Gear
70. True Golf Classics: Waialae C.C.
71. Ultraman
72. U.N. Squadron
73. Wings 2
74. WWF Super WrestleMania

Game Boy Games

75. The Addams Family
76. Adventure Island
77. Batman
78. Battletoads
79. Castlevania II: Belmont's Revenge
80. Choplifter II
81. Double Dragon II
82. Double Dragon III
83. Dr. Mario
84. Faceball 2000
85. Final Fantasy Adventure
86. Final Fantasy Legend
87. Final Fantasy Legend 2
88. The Flintstones
89. F1 Race
90. Gauntlet 2
91. Home Alone
92. The Humans
93. The Hunt for Red October
94. The Incredible Crash Dummies
95. Jeep Jamboree
96. The Jetsons: Robot Panic
97. Kid Icarus
98. Kingdom Crusade
99. Kirby's Dream Land
100. Lazlo's Leap
101. Mega Man in Dr. Wily's Revenge
102. Mega Man III
103. Metroid II: The Return of Samus
104. Operation C
105. Prince of Persia
106. RoboCop
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117. TMNT: Back from the Sewers
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126. WWF Superstars II

NES Games

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136. Captain America and the Avengers
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139. Castlevania III: Dracula's Curse
140. Contra Force
141. Crash 'N the Boys
142. Crystalis
143. Defenders of Dynatron City
144. Disney's Rescue Rangers
145. Double Dragon II
146. Double Dragon III
147. Dragonstrike
148. Dragon Warrior II
149. Dragon Warrior III
150. Dr. Mario
151. Final Fantasy
152. The Flintstones
153. Gargoyle's Quest
154. G.I. Joe
155. Gold Medal Challenge
156. The Jetsons
157. Joe & Mac
158. The Legend of Zelda
159. Lemmings
160. The Little Mermaid
161. Maniac Mansion
162. Mega Man III
163. Mega Man IV
164. Mega Man V
165. Monopoly
166. NES Open Tournament Golf
167. NES Play Action Football
168. Nightshade
169. Ninja Gaiden 3
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171. Power Blade 2
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185. StarTropics
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189. Super Mario Bros. 2
190. Super Mario Bros. 3
191. T & C 2: Thrilla's Surfari
192. Tecmo Super Bowl
193. Teenage Mutant Ninja Turtles
194. Tetris
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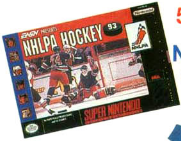

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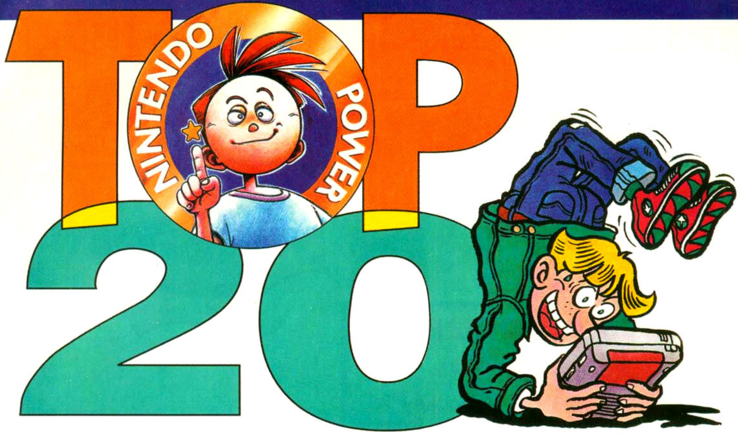
TOP 20



In the first Top 20 of 1993, Kirby's Dream Land made a skyrocket leap to the top of the Game Boy chart. Street Fighter II and Super Mario Bros. 3 both hold on to the top spots into the new year. It looks like it's going to be a HOT year!

SUPER NES

1 24,766 POINTS
7 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The hit game from Capcom is fighting off the competition. This game is too great to miss!

2 17,108 POINTS
13 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Link's search for adventure has put him into one of the hottest games around. Looking for action? This one has it!

3 9,827 POINTS
2 MONTHS

SUPER MARIO KART

Mario and all of his buddies are tearing up the tracks in this new race thriller. Go Mario! Watch out for Koopa!

4 9,190 POINTS

TMNT IV: TURTLES IN TIME

The Turtles have fallen into Shredder's Time Gate. Time to stop pulling punches!

5 6,194 POINTS

FINAL FANTASY II

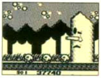
You must defeat the evil powers that are trying to rule the world, before all is lost.

6	5,901 POINTS	SUPER MARIO WORLD
7	5,133 POINTS	F-ZERO
8	5,051 POINTS	THE SIMPSONS: BART'S NIGHTMARE
9	4,717 POINTS	MARIO PAINT
10	4,204 POINTS	SUPER CASTLEVANIA IV
11	4,000 POINTS	SIMCITY
12	3,011 POINTS	SUPER PLAY ACTION FOOTBALL
13	2,795 POINTS	CONTRA III: THE ALIEN WARS
14	2,747 POINTS	ACTRAISER
15	2,321 POINTS	FINAL FIGHT
16	2,125 POINTS	SUPER STAR WARS
17	2,091 POINTS	TOP GEAR
18	2,052 POINTS	THE ADDAMS FAMILY
19	2,043 POINTS	SUPER GHOULS 'N GHOSTS
20	2,001 POINTS	MAGICAL QUEST STARRING MICKEY MOUSE

GAME BOY

1 11,593 POINTS
2 MONTHS

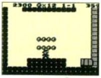
KIRBY'S DREAM LAND



Cute little Kirby has rocked the charts this month. This game's action and fun make it a winner.

2 11,098 POINTS
28 MONTHS

SUPER MARIO LAND



If Mario's first Game Boy adventure is this hot, watch out for his second one. Mario is quite a guy!

3 8,162 POINTS
13 MONTHS

METROID II: RETURN OF SAMUS

Samus is still fighting for that top spot. Will Metroid II's great power get her to the top? We'll see next month.

4 5,203 POINTS

DR. MARIO

He still has the cure. Don't let this cure miss you, cause the doctor is in!

5 4,984 POINTS

BATTLETOADS

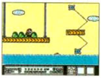
A hot game with froggy action. The Web-footed Warriors are in the running for the top spot.

6	4,238 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
7	4,231 POINTS	FINAL FANTASY ADVENTURE
8	4,129 POINTS	TETRIS
9	3,805 POINTS	TMNT II: BACK FROM THE SEWERS
10	3,790 POINTS	BATMAN: RETURN OF THE JOKER
11	3,625 POINTS	SUPER MARIO LAND 2–6 GOLDEN COINS
12	3,572 POINTS	FACEBALL 2000
13	3,460 POINTS	TMNT: FALL OF THE FOOT CLAN
14	3,111 POINTS	YOSHI
15	3,048 POINTS	MEGA MAN IN DR. WILY'S REVENGE
16	2,950 POINTS	FINAL FANTASY LEGEND II
17	2,796 POINTS	FINAL FANTASY LEGEND
18	2,552 POINTS	BIONIC COMMANDO
19	2,425 POINTS	HOME ALONE
20	2,007 POINTS	OPERATION C

NES

1 11,826 POINTS
39 MONTHS

SUPER MARIO BROS. 3



This Mario guy is everywhere! This classic is still on top of the NES charts. It has to be good!

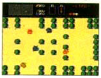
2 9,534 POINTS
11 MONTHS

TECMO SUPER BOWL

Football at its finest. Line up your favorite team and win that bowl. Super Bowl that is.

3 8,303 POINTS
52 MONTHS

THE LEGEND OF ZELDA



The classic is back! Link is adventuring for the first time this all-time favorite. Go get that evil Ganon.

4 6,062 POINTS

BATTLETOADS

The Web-Foots are swinging hard in their top hit thriller. This game is tough to beat!

5 5,880 POINTS

FINAL FANTASY

The Fantasy that started it all off. The four stongest adventurers are out to save the world.

6	5,738 POINTS	TMNT III: THE MANHATTAN PROJECT
7	5,734 POINTS	MEGA MAN IV
8	3,499 POINTS	DR. MARIO
9	3,414 POINTS	TETRIS
10	3,260 POINTS	MEGA MAN III
11	3,199 POINTS	SUPER MARIO BROS. 2
12	3,184 POINTS	METROID
13	3,153 POINTS	MEGA MAN II
14	2,946 POINTS	ZELDA II: THE ADVENTURE OF LINK
15	2,934 POINTS	CASTLEVANIA III: DRACULA'S CURSE
16	2,854 POINTS	DRAGON WARRIOR III
17	2,831 POINTS	TMNT II: THE ARCADE GAME
18	2,754 POINTS	MONOPOLY
19	2,568 POINTS	THE SIMPSONS: BART VS. THE WORLD
20	2,451 POINTS	YOSHI

NOW PLAYING

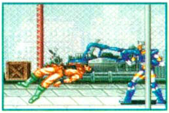
JANUARY 1993

LOOK FOR THESE RELEASES SOON

SONIC BLASTMAN

Company	Taito
Suggested Retail Price	Not Available
Release Date	February 1993
Memory Size	8 Megabits
Game Type	Super hero street-fighting action

The Hero of Justice knocks heads and boots backsides with an incredible array of punches, kicks, spin moves and super hero techniques. See the review in this issue for photos and game play tips.



+ The great moves make this game a kick. Many moves are accompanied by sound effect balloons just like in comic books. The option screen, which allows you to set your number of lives (up to seven) and difficulty level, makes it possible for both novices and power players to be challenged.

− Although the setting and enemy characters change from stage to stage, the basic moves used by Sonic Blast Man remain the same throughout. Enemies can hit you even though they are off-screen and invisible.

EQUINOX

Company	Sony
Suggested Retail Price	$54.99
Release Date	February 1993
Memory Size	8 Megabits
Game Type	3-D adventure mazes where you must solve and survive the riddles of each room

If you enjoyed Solstice (NES) or Altered Space (Game Boy), you're sure to love Equinox. The long-awaited title puts you in a big world with lots of mazes, rooms and danger. This issue's review covers many of the early stages. In all, there are seven kingdoms with up to 107 interior rooms.

+ Great graphics, animation and music will be the first things you notice about Equinox, and throughout the game the richness of the on-screen world adds to the game. The room puzzles are complex and often require agility, patience and ingenuity to solve.

− The angled screen perspective can make character jumps both difficult and frustrating. The number of hidden doors and secret blocks means that you must try pushing and kicking everything in every room, which takes a lot of patience.

THE MAGICAL QUEST STARRING MICKEY MOUSE

Company	Capcom
Suggested Retail Price	Not Available
Release Date	January 1993
Memory Size	8 Megabits
Game Type	Cartoon action with Mickey Mouse

Capcom and Disney have created a graphically stunning game starring the world's most famous rodent. Mickey Mouse rescues Pluto from wicked Emperor Pete. See all the magic in this month's expanded coverage of this Super NES masterpiece.

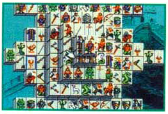
+ The graphics really stand out, but the game is just as solid as you would expect from Capcom. Mickey manipulates blocks, changes clothes, jumps, swims, climbs and squeaks.

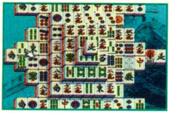
− If there is a negative in this game, it might be that it is too easy on the Normal mode. Only on the Hard mode is it a real challenge.

SHANGHAI II

Company	**Activision**
Suggested Retail Price	**Not Available**
Release Date	**February 1993**
Memory Size	**4 Megabits**
Game Type	**Mah-jongg tile matching game with 13 layouts**

So what exactly is Shanghai? It's not exactly a puzzle and it isn't really a strategy game. Each tile in the Shanghai stack has a character on its face and the only way to remove it is to find another open tile with the same character showing. Eventually you will reduce the stack, then move on to more difficult formations.





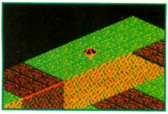
+ The greatest innovation in this game is the option to change tile sets. Instead of the difficult-to-recognize Mah-jongg symbols, you can select easily identifiable symbols such as national flags or sports poses. The complex stacks and deceptive simplicity of the game make Shanghai II one of those games you just can't stop playing.

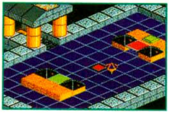
− Some of the character sets, such as the Mah-jongg default set, are awkward to use because many of the characters resemble each other. Also, the 3-D view doesn't always clearly show which tiles are on top or closed in.

SPINDIZZY WORLD

Company	**ASCII**
Suggested Retail Price	**$59.95**
Release Date	**February 1993**
Memory Size	**4 Megabits**
Game Type	**Maze action/puzzle in 32 levels**

Spindizzy World is a complex puzzle/action game that makes nuclear physics look like child's play. The complexities of the many levels and warps can really make you dizzy. As a spinning top, you have a limited amount of fuel with which to complete a world. Obstacles like hills and platforms make moving around this geometric world very tricky, and if you fall off the edge, you'll lose some of your fuel. Some stages have enemies that you must evade, like the voracious Pak Attack critters.





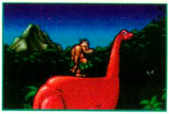
+ Controlling the "Top" vehicle feels natural and the 3-D graphics really seem to have depth. The game also has depth of play in its 32, increasingly difficult worlds.

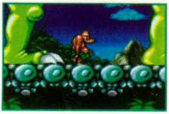
− The most difficult, and troublesome, part of the game is at the start when you have to choose various options. The selection process makes very little sense.

CHUCK ROCK

Company	**Sony Imagesoft**
Suggested Retail Price	**$54.99**
Release Date	**January 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling comic action**

Chuck Rock is a big-bellied hero from the dawn of history who has a handful of troubles. His only defense against a wide world of strange eolithic foes is his stomach. He doesn't eat the creatures, he bumps them with his potbelly. Chuck is an expressive, low-brow kind of guy. There are hidden areas and items to find everywhere in this graphically whacky but cool world.





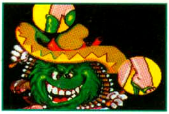
+ The graphics and animation are super, especially the many outrageously weird enemies.

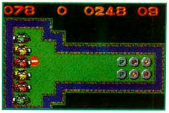
− The game play is very basic—jump and bump, levels and bosses.

THE BRAINIES

Company	**Titus**
Suggested Retail Price	**$54.99**
Release Date	**February 1993**
Memory Size	**4 Megabits**
Game Type	**Moving character puzzle**

In The Brainies, you must think and act fast to place the characters on matching color goals within a short period of time. That may sound easy, but the puzzles soon become complex and require many moves to achieve your goal. Since time is also a factor, you'll have to identify the problem quickly, then act with speed. The Brainies themselves are a bunch of furry troublemakers who mess with your brain. In all, there are 100 levels of play and passwords to take you back to your highest level of achievement.





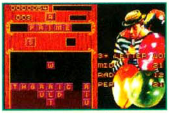
+ Puzzle lovers will enjoy a different type of challenge than Tetris. Quickness is important, which makes the game more challenging. The 100 levels should keep players busy for quite a long time

− The demo display of each level that appears before you begin the level doesn't allow you enough time to identify your goals before the clock starts counting down. Also, the cursor doesn't always click off when you press the Controller.

WORDTRIS

Company	**Spectrum Holobyte**
Suggested Retail Price	**$54.95**
Release Date	**January 1993**
Memory Size	**4 Megabits**
Game Type	**Tetris-type word-spelling puzzle**

As the letter blocks fall, you must arrange them so they spell words of up to nine letters. If you don't spell anything, the blocks start stacking up until the screen is full. To make things interesting, bombs and acid can destroy letters that are in the way. The levels quickly get mind-bendingly difficult.



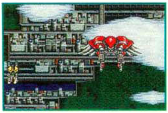
+ The challenge of this game is exceptional and the dictionary of 50,000 words catches all but the most obscure verbiage.

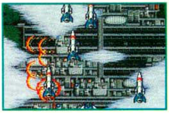
− The speed of the falling blocks increases too quickly between levels, so that by level F or G, it is almost impossible to keep up with it.

IMPERIUM

Company	**Vic Tokai**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**8 Megabits**
Game Type	**Vertical-scrolling shooter**

This arcade-style shooter puts you in the role of a giant attack robot fighting against the evil master robots. There's nothing new in the theme or play, but it is a good example of this genre of game.





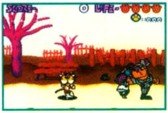
+ Unlike many vertical shooters, Imperium gives you a Life Meter, allowing you five hits before you're destroyed. You also have the option to use different weapons, including a salvo of powerful missiles.

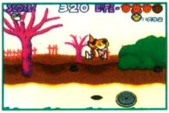
− A number of the enemies match the color of the backgrounds, making them difficult to see and blast.

CHESTER CHEETAH

Company	**Kaneko**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**8 Megabits**
Game Type	**Side-scrolling action platform game.**

Chester of Frito-Lay fame is the coolest of cool cats and the funkiest of funky felines. He's too cool to fool. He hops and bops to his own rhythm in a psychedelic world while tracking down Righteous Kitty, who is being held captive. Chester uses his tail as a weapon, bouncing off enemies like a spring-loaded Tigger. But that's just the beginning. He can jam on guitar and blow the bad guys away with his sounds. The other animals in Chester's world are also pretty with it: turtles on roller skates, dogs on steamrollers, fish with sunglasses.





+ Top rate animation. Cool Power-Up items like guitars and shades. Some challenging jumping action. Great music.

− Many of the enemies require multiple hits, which really slows down the action. The hit detection is very sensitive. Even if you are slightly off-center when you stomp an enemy, you will take a hit.

GODS

Company	**Mindscape**
Suggested Retail Price	**$64.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Fantasy action**

You are the toy of the gods, thrown into a maze from which mortals never escape. In true barbarian fashion, you must attempt to battle your way past a host of hideous beings for the amusement of the diabolical deities. The most interesting part of this game may be its Artificial Intelligence. The game can detect when you're having trouble, and it will give you easier challenges and puzzles. On the other hand, if the game detects you cruising through the stages, it will throw greater challenges in your path. There are three cities each with multiple levels, making the game fairly deep. Euro-action fans voted this one a winner as a PC game.

+ With its special AI, this game should prove to be a challenge for everyone. Great looking monsters make up for repetitious backgrounds.

− Some players may find the controls awkward at first. Instead of having a jump button, you press Up and either Left or Right on the Control Pad.

MEGA MAN 5

Company	**Capcom**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**4 Megabits**
Game Type	**Robotic hero side-scrolling action in ten + stages**

Mega Man is back again. An army of robots led by the mysterious Protoman is bent on destroying the world. Is Protoman the leader, or is a more wicked scientist behind it all? Read this month's extended Mega Man review to get the big picture.

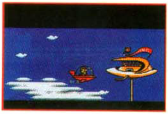
+ As in the previous Mega Man games, the control is outstanding. The variety of weapons is as inventive as ever. The graphics are great and the enemies are cool.

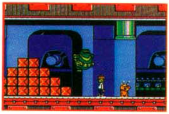
− Unless you'd just like to see more variety in the game play, characters or story, there's really nothing bad about this game.

THE JETSONS: COGSWELL'S CAPER

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**February 1993**
Memory Size	**3 Megabits**
Game Type	**Comic action, based on the classic cartoon from Hanna-Barbera.**

The first NES action game starring the Jetsons includes all the famous characters from the TV cartoon and lots of new enemies. This month's review takes you behind the scenes.





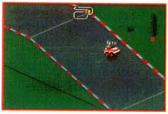
+ Excellent graphics and good game control make this game very inviting to both action and cartoon buffs. The designers also added some fun tidbits like the Antigravity Button that flips your perspective.

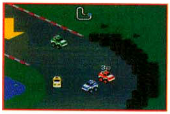
− There is no way to skip through the dialogue balloons that you encounter throughout the game, and that slows things down.

R.C. PRO-AM 2

Company	**Tradewest**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**2 Megabits**
Game Type	**Overhead view, course racing with customized vehicles.**

The sequel to R.C. Pro-Am was programmed by RARE, and it's a rare treat indeed. Excellent control, money prizes and upgradeable vehicle components send this game first past the checkered flag.





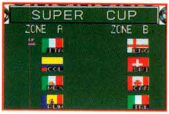
+ Being able to choose the items you want to boost the power of your vehicle adds an element of strategy to the game.

− Some of the enemy vehicles that appear, like the airplanes that drop bombs, give you very little time to adjust and dodge. The result is that you can lose a race without doing anything wrong.

GOAL! TWO

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**2 Megabits**
Game Type	**Soccer**

International soccer is the biggest sport in most nations of the world. One or two players can experience some of that with Goal! Two. The 24 teams can be played in a tournament or in single matches. The characters are really quite large and well-animated for an eight-bit game.



+ The 24 teams offer a lot of different styles of play. Options to choose lineups and formations are a nice feature.

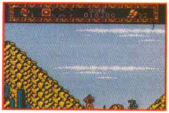
− The angle of the field can make it difficult for you to tell where you are in relationship to the goal.

THE YOUNG INDIANA JONES CHRONICLES

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**2 Megabits**
Game Type	**Levels/bosses, side-scrolling with mixed action**

Based on the successful ABC TV series from Lucasarts, this game begins with Indy reliving a few of the episodes, then departs on its own course in the final stages. Indy begins by fighting in the Mexican Civil War, then goes to Europe where he winds up fighting in WWI. During the game, he must find items and defeat enemies, search out hidden areas and gather information during cinema scene breaks between action stages.

THE YOUNG
INDIANA JONES
CHRONICLES
TM
PUSH START



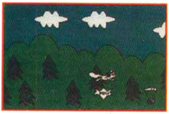
+ For the most part, the game remains true to the story. The variety of action, which includes an aerial dog-fighting stage, keeps things interesting.

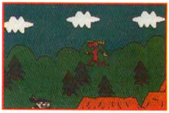
− The graphics are mediocre and the character control can be awkward at times. The game doesn't do justice to the show.

ROCKY AND BULLWINKLE AND FRIENDS

Company	**T*HQ Games**
Suggested Retail Price	**Not Available**
Release Date	**January 1993**
Memory Size	**2 Megabits**
Game Type	**Cartoon action starring moose and squirrel**

Rocky and Bullwinkle set off on multiple adventures from Frostbite Falls. As you might imagine, their progress is plagued by a persistent Boris and Natasha. Bombs seem to be the weapon of the day, but Bullwinkle can also use his antlers to butt enemies.





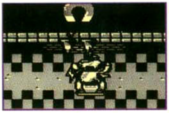
+ The cartoon style of graphics is well-suited to the game.

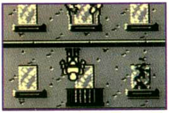
− Awkward control makes this game frustrating to play.

CRASH TEST DUMMIES

Company	**LJN**
Suggested Retail Price	**$29.95**
Release Date	**January 1993**
Memory Size	**1 Megabit**
Game Type	**Dangerous stunts using the famous Crash Test Dummies**

From jumping off of buildings to smashing into walls in a car, the Crash Test Dummies prove that the world is a dangerous place, even if you're only a stuffed dummy. See more of the Dummies in this month's review.





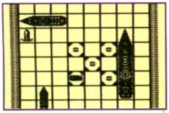
+ The humor in this game is great, as are the graphics. If you're a fan of the characters, you'll get a kick out of it.

− The game play is not very deep, which means that you may not find it very challenging, or you may finish it in a short time.

BATTLESHIP

Company	**Mindscape**
Suggested Retail Price	**$29.95**
Release Date	**January 1993**
Memory Size	**512K bits**
Game Type	**Strategy game in which combatants attempt to sink each other's naval fleets**

Your fleet is under attack from a hidden enemy and the only way to save yourself is to fire blind shots and hope to sink his ships. This month's review gives you the low down and strategy tips.



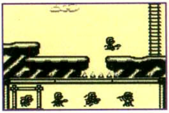
+ This classic game is a perfect match for Game Boy, especially using the Game Link.

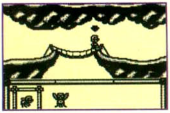
− The Pak had no hi-tech frills or special graphics, but fans of the original board game may not mind.

HUMANS

Company	**Gametek**
Suggested Retail Price	**$34.95**
Release Date	**January 1993**
Memory Size	**2 Megabits**
Game Type	**Maze puzzle in which you must move characters past obstacles**

Strategy is everything when it comes to saving your tribe of humans from being lost on a level. You'll have various tools to help your progress, but the greatest help is human intelligence -- your own.





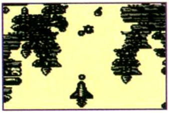
+ Fun characters and special options such as scanning the level make this game interesting.

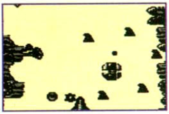
− The puzzles become repetitious after a short time, which means that the challenge factor may diminish.

XENON 2

Company	**Mindscape**
Suggested Retail Price	**$29.95**
Release Date	**January 1993**
Memory Size	**1 Megabit**
Game Type	**Vertical-scrolling space shooter**

This shooter has earned quite a reputation in Europe and elsewhere as a hot action game. The five levels and bosses are tough, but there is help. You can earn money and buy better weapons at shops as you progress. It can be played as a two-player alternating game or by one pilot. Fans of Gradius will feel right at home attacking the evil Phadus Empire.





+ Buying weapons to upgrade your ship adds a nice twist to this game. The enemies approach from every side, making it a great challenge.

− The ship speed is slow and you are without continuous firing—very annoying.

SPEEDBALL 2

Company	**Mindscape**
Suggested Retail Price	**$29.95**
Release Date	**January 1993**
Memory Size	**1 Megabit**
Game Type	**Futuristic ball game**

What do you get if you combine rollerball with robots? If you're Mindscape, you end up with Speedball 2. It's the year 2100 and the most popular sporting event is a brutal match between armored players. The overhead view follows the speedball over a large court as you shift control to the closest player. You can play single matches or league play. There is a password feature, but no two-player Game Link option.

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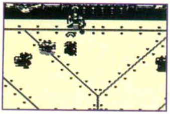


+ If you master the basics, the game can be quite involving with strategies that range from court play to the selection of equipment.

– It's often difficult to see where the ball is, or even to know what you're doing, especially when you first play the game. The option screens can also be awkward to control.

Suggested Retail Prices provided to Nintendo by Company selling the product. Prices may vary.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BEST OF THE BEST	ELECTRO BRAIN	2PS	3.3	3.1	3.6	3.6	KARATE
THE BRAINIES	TITUS	1P/PASS	3.0	3.2	3.1	3.0	PUZZLE
BULLS VS. BLAZERS	EA	2P-S/PASS	3.3	2.9	3.3	3.3	BASKETBALL
CHUCK ROCK	SONY	1P	3.6	3.1	3.1	3.2	COMIC ACTION
EQUINOX	SONY	1P	4.0	3.1	3.7	3.6	3-D PUZZLE MAZE
HIT THE ICE	TAITO	2P-S	3.6	3.1	3.2	3.3	FIGHTING HOCKEY
IMPERIUM	VIC TOKAI	1P	3.5	3.7	3.3	3.1	SPACE SHOOTER
JIMMY CONNERS PRO TENNIS TOUR	UBI SOFT	2P-S/PASS	3.4	2.9	3.0	3.1	TENNIS
JOHN MADDEN FOOTBALL '93	EA	2P-S/PASS	3.4	3.2	3.6	3.6	FOOTBALL
MAGICAL QUEST STARRING MICKEY MOUSE	CAPCOM	1P	4.4	3.8	3.9	4.3	CARTOON ACTION
NBA ALL-STAR CHALLENGE	LJN	2PS/2PA	3.7	3.3	3.2	3.3	BASKETBALL
NHLPA HOCKY '93	EA	2P-S/PASS	3.3	3.6	3.8	3.6	HOCKEY
PRO QUARTERBACK	TRADEWEST	2P-S	3.1	3.1	3.3	3.3	FOOTBALL
SHANGHAI II	ACTIVISION	2P-A	3.4	3.3	3.6	3.7	MATCH PUZZLE
SONIC BLAST MAN	TAITO	1P	3.7	3.6	3.8	3.7	COMIC ACTION
SPINDIZZY WORLD	ASCII	1P/PASS	3.0	3.1	3.2	3.3	3-D PUZZLE MAZE
WORDTRIS	SPECTRUM HOLOBYTE	2P-S/BATT	3.5	3.4	3.2	3.2	WORD PUZZLE

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
THE JETSONS: COGSWELL'S CAPER	TAITO	1P	3.4	3.4	3.3	3.5	CARTOON ACTION
GOAL! TWO	JALECO	2P-S/PASS	3.0	2.8	3.2	3.1	SOCCER
MEGA MAN 5	CAPCOM	1P/PASS	3.9	4.0	3.9	3.7	COMIC ACTION
R.C. PRO-AM 2	TRADEWEST	4P-S	3.3	3.8	3.8	3.8	RACING
ROCKY AND BULLWINKLE AND FRIENDS	T*HQ	1P	2.4	2.3	2.4	2.4	CARTOON ACTION
THE YOUNG INDIANA JONES CHRONICLES	JALECO	1P	2.8	3.2	2.9	2.7	HERO ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BATTLESHIP	MINDSCAPE	2P-A	3.4	3.6	3.1	3.3	STRATEGY
HUMANS	GAMETEK	1P	3.3	2.3	3.3	3.5	ACTION PUZZLE
THE INCREDIBLE CRASH TEST DUMMIES	LJN	2P-A	3.2	3.2	3.1	3.3	STUNT EVENTS
SPEEDBALL 2	MINDSCAPE	1P/PASS	3.0	2.9	3.3	3.4	FUTURE SPORT
XENON 2	MINDSCAPE	2P-A	2.9	3.2	2.7	2.9	SPACE SHOOTER

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

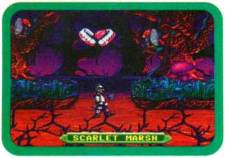
PAK WATCH

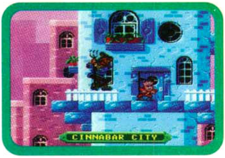
THE WIZARD OF OZ

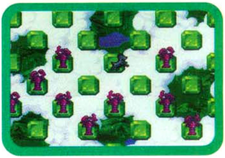
SETA

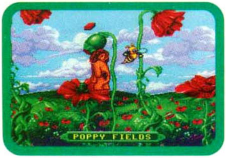
Generations of Americans have wanted to follow the yellow brick road into the fantasy land of Oz where anything seems possible. Thanks to Seta, and newcomer Super NES developer Manley & Associates, that dream will come true this summer with the release of The Wizard Of Oz.

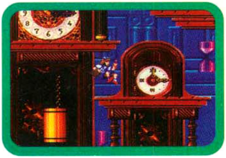
The developmental version reviewed by Pak Watch had most of the elements in place, but small changes will probably take place before the final version is ready. The game is action-based. You can play as Dorothy, the Scarecrow, the Cowardly Lion or the Tin Man. More than 40 stages in all offer jumping and fighting action, plus hidden items, special puzzles, secret rooms and a host of enemies. The graphics are as rich as Magical Quest Starring Mickey Mouse—both the backgrounds and characters. The music, including four songs from the movie soundtrack, was also striking. The point of your journey, as in the movie, is to reach the great and powerful Oz. To get there, you'll have to pass through four worlds, collecting ticket pieces that will allow you passage into the Emerald City. Jumping and fighting skills are essential, but there are also elements of strategy and adventure. After a look at this Pak, you may be thinking, there's no place like Oz.

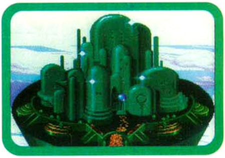








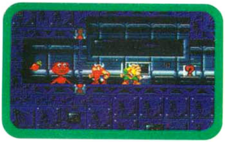


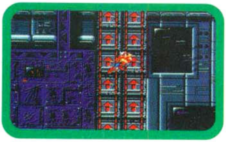


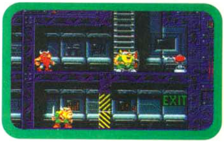
THE LOST VIKINGS

INTERPLAY

It's a snowy night in ancient Scandinavia when, suddenly, an alien spaceship appears and beams up three unlikely passengers, Erik the Swift, Olaf the Stout, and Baleog the Berserker. These Lost Vikings must battle and out-wit their alien captors, then survive in historical and prehistorical times in their efforts to get back home. Each of the Vikings has a special ability that must be used in concert with the other Vikings to overcome obstacles and enemies. This is where the fun comes in. For instance, you might have to use Olaf to block an enemy with his shield while Baleog shoots an enemy with his arrow. You can also use items. There's plenty of dialogue, too, and much of it is a blast. The two-player mode allows you each to play your favorite Viking while sharing duty with the third. These irreverent Vikings from Interplay should arrive later this Spring.



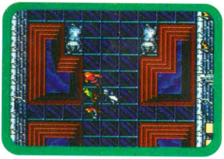


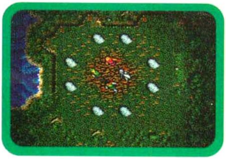


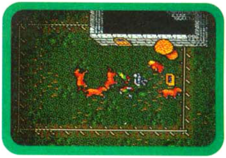
ULTIMA VI

FCI

FCI and Origin have combined once again to bring the world of Britannia to you; this time for the Super NES in Ultima VI: The False Prophet. As the Avatar, you and your party of loyal helpers, Shamino, Iolo and Dupre, set out on a sprawling RPG adventure. The overhead view works much better with the Super NES graphics than in some of the earlier Ultima games, but the control is much the same, which is to say it is a bit awkward. Luckily, control isn't a big issue in RPGs. What really counts is the depth and breadth of the game. The depth of the story and the familiarity of the characters is what will make this game appealing to RPG fans when it appears this Winter. FCI told Pak Watch that another five titles in the series are planned for the future even though Origin has joined with Electronic Arts.



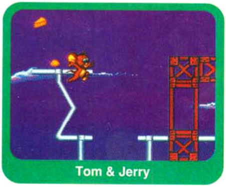




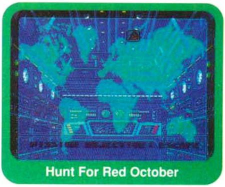
TOM & JERRY

HI TECH

Hi Tech's series of Tom & Jerry games will expand to include a Super NES title starring the TV cartoon cat and mouse this Spring. Pak Watch reviewed a very early version. This action game is expected to be more like the original NES game in that Tom will be the boss character at the end of each stage. Also in the news from Hi Tech is the final version of Hunt For Red October.



Tom & Jerry

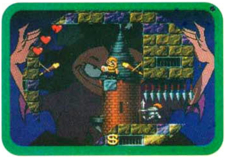


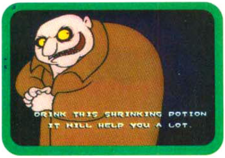
Hunt For Red October

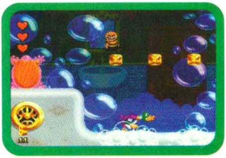
ADDAMS FAMILY IN PUGSLEY'S SCAVENGER HUNT

OCEAN

The ooky, kooky family is back in another Super NES action game from Ocean. This time the game is based loosely on the new TV cartoon. In fact, many of the areas include characters taken directly from the TV series. Pugsley is the action character in this outing, but the control is virtually identical to the first Addams Family game—that means lots of jumping and bopping. The graphics are fantastic, and so is the music, although this Pak Watcher missed the little touches like the finger-snapping from the first game. But there are lots of new touches that keep this game fresh. Look for it in the next month or two.




DRINK THIS SHRINKING POTION
IT WILL HELP YOU A LOT.

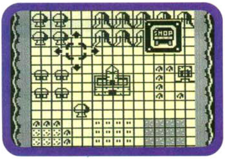


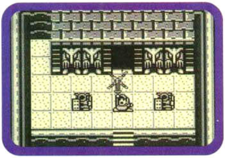
ZELDA FOR GAME BOY

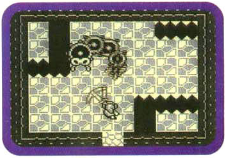
NINTENDO

The rumors have been flying around for years that Nintendo was working on a Zelda game for Game Boy. Those rumors will become reality this Spring when the so-far untitled Zelda IV hits the stores. Pak Watch recently took a look at a 70% complete version of the game, and wow! The graphics, although monochrome, are based on The Legend of Zelda—A Link To The Past, but the music and many of the characters are derived from the first Zelda game. Link's world in this 4 Megabit Battery Pak is said to be as large as A Link To The Past. Link himself has some new moves and tools. The story so far puts Link in a world of nightmares and dreams. You'll definitely be hearing more about this one, although it may go through a name-change.

Nintendo is also working on a new Kirby game, this time for the NES, and Vegas Stakes, in which you are a high-roller trying to turn chump change into millions.



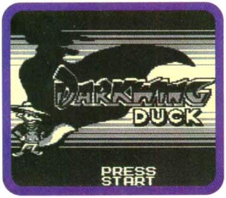


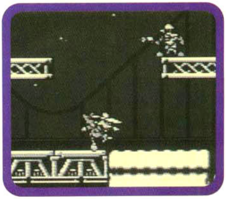


DARKWING DUCK

CAPCOM

It's time to get dangerous one more time with Disney's super hero who goes quack in the night. Capcom has plucked this F.O.W.L. crime fighter straight from the NES and put him into Game Boy. The games are very similar, and that also means top quality graphics and a lot of variety in the game action, from climbing up chains to jumping over enemies. Capcom expects to release Darkwing Duck by February or March.

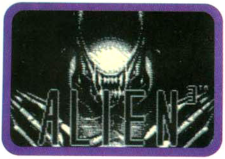


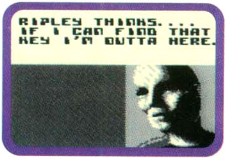


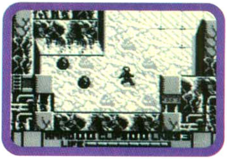
ALIEN 3

ACCLAIM

When Ripley crash lands on a maximum security work-correctional facility after her escape from the doomed colony in the movie Aliens, the horror begins all over again. Alien 3 from Acclaim departs from the standard movie-based side-scrolling action game by using a top-down view. Rippley must search out and find weapons to use against a new and growing colony of aliens. Very effective cinema scenes add to the adventure. The NES version should be available this Winter also, but it will be a side-scroller.



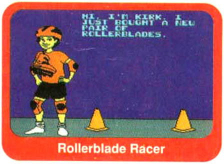

RIPLEY THINKS....
IF I CAN FIND THAT
KEY I'M OUTTA HERE.



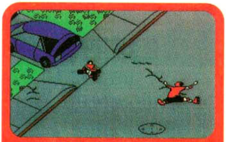
ROLLERBLADE RACER

HI TECH

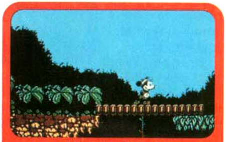
Rollerblade Racer from Hi Tech is the safe way to get into in-line skating. This NES game pits your avoidance skills against both still and moving obstacles along the street. Extra-cool moves like the back-scratcher are tricky to pulloff, and sometimes it's tough to see things like cracks in the road that will land you on the pavement. Also coming this Winter from Hi Tech is Mickey's Safari In Letterland. This game is for preschoolers still learning the alphabet and simple reading skills. Mickey Mouse looks great, but don't expect any sort of challenge from the edutainment Pak. It is strictly for the youngest players.


HI, I'M KIRK. I
JUST BOUGHT A NEW
PAIR OF
ROLLERBLADES.

Rollerblade Racer



Rollerblade Racer

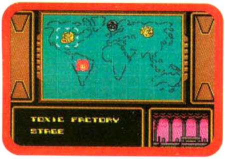


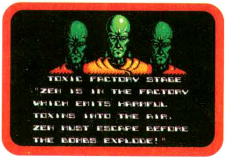
Mickey's Safari

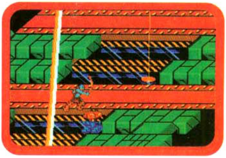
ZEN: INTERGALACTIC NINJA

KONAMI

Konami's answer to Ninja Gaiden is Zen, a ninja who roams the universe in search of evil polluters. The most striking thing about this game is the control of the action character, which is excellent. Moving through horizontal and vertical stages, you'll jump, run, climb, swing and fight. Although Zen doesn't do anything new in a gaming sense, what it does do, it does very well. Konami's second NES title this Winter is Tiny Toon Cartoon Workshop, an animation program that includes characters, dialogue and music. Your job is to put together your own five minute cartoon. There's also a second Tiny Toon adventure on the way.




TOXIC FACTORY STAGE
"ZEN IS IN THE FACTORY
WHICH EMITS HARMFUL
TOXINS INTO THE AIR.
ZEN MUST ESCAPE BEFORE
THE BOMBS EXPLODE!"



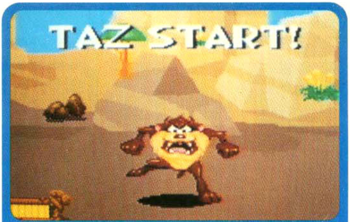
PAK WATCH UPDATE

The new year will be getting off to an incredible start with some of the hottest titles ever scheduled to appear in the first six months. Included in this hit parade will be comic and cartoon super studs, Superman and Taz from Sunsoft. The Super NES Taz-Mania will be unlike any other game of the same name since it will make extensive use of Mode 7 effects. Picture if you will a game that combines the cartoon graphic quality of Road Runner's Death Valley Rally with the 3-D perspective view and speed of F-Zero—that's Taz-Mania, and this Pak Watcher is drooling over the very thought of it.

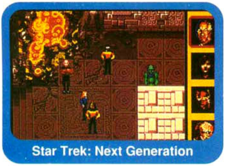
Konami's graphically astounding duo, Batman Returns and Tiny Toon II, should make it into the stores by this March and April. Our sources at Konami tell us that Batman underwent some extra delays when the development team decided to add more depth to the game play. Can't blame 'em for that. One of the areas that look particularly cool is the driving sequence. Against a stunning backdrop of Gotham City, you'll race the Batmobile over 3-D terrain like that in Top Gear. Tiny Toon: Buster Busts Loose is an incredible romp with outstanding graphics, a speedy Buster, inventive bonus stages and loads of fun.

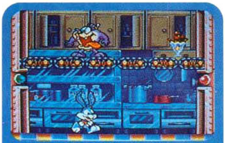
Brett Hull for Accolade

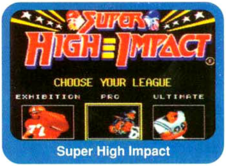
In other Super NES news, Spectrum Holobyte is moving into the big time with Star Trek: The Next Generation. The action/adventure game includes the main characters from the hit syndicated show with an all-new plot. We expect to see this game early next Fall. PC game designer/genius, Syd Meir, is said to be putting the final touches on Railroad Tycoon for Microprose. The game of railroad entrepreneurship is one of the best strategy simulations this Pak Watcher has ever seen. Another true-to-life simulation is SimAnt, the Maxis creation in which you control an animated ant colony. The Word from Accolade is that they have signed up hockey star, Brett Hull, and have begun work on a Super NES hockey game with Brett's help. The Super NES version of American Gladiator's from Gametek floated across the Pak Watch desk recently. The events of skill and strength made famous on the syndicated TV show are included, as are the stars of the show. Gametek's Kawasaki Caribbean Challenge won't be out at least until mid-year. American Sammy may have closed up shop, but as a going-away present they left Battle Blaze, a sort of medieval fantasy street-fighting game. Acclaim has T2: Judgement Day in the line-up for Spring 1993 as well as the hit arcade football game from Williams, Super High Impact.



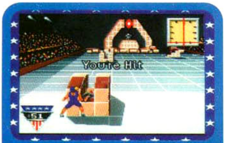
TAZ-MANIA


Star Trek: Next Generation

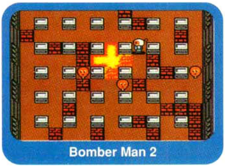

Super Tiny Toon

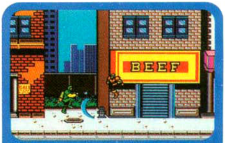


Super High Impact



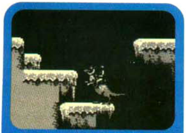
American Gladiators


Bomber Man 2

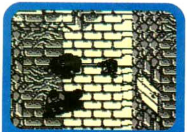


Eon Man

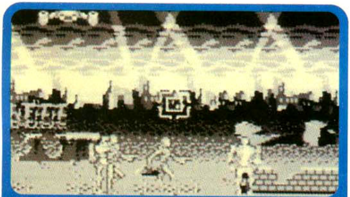
Coming up for the NES, look for Bomber Man II from Hudson Soft. The Bomber Man is a little guy who uses bombs to evade and destroy his enemies in maze-like rooms. The challenge is not to blow yourself up in the process. Goal 2 from Jaleco is a strong entry in the sports category if you're looking for a new soccer game. If you'd rather get into some heroic action, there's Eon Man from Taito, Bartman from Acclaim, Young Indy from Jaleco and Accolade's Terminator, based on the original movie. If you're feeling like a puzzle, Tecmo's Fire 'N Ice is a great sequel to the brain-bending Solomon's Key for the NES.


The Empire Strikes Back

The first few months of the new year look extraordinarily good for Game Boy releases. Capcom alone is promising Darkwing Duck, The Little Mermaid, Tale Spin, and The Empire Strikes Back. Acclaim, not to be outdone, will be releasing Alien 3, T2: The Arcade Game and Krusty's Fun House. Robin Hood: Prince of Thieves is scheduled from Virgin Games, while Great Greed from Namco and Rampart from Jaleco both look good.


Robin Hood

The news from Kemco is that Ace Harding: Lost In Las Vegas for the NES will be delayed at least until Spring while the English translation gets some professional polish. The same fate is being met by Kemco's long-awaited Sword of Hope 2 for Game Boy. American Technos, the makers of Street Challenge, are working on an entire series of games staring Crash and the Boys. Ice Challenge is due out this winter, with tentative plans for it to be followed by other sports titles. Among the many games Sony Imagesoft is working on are Extra Innings II, Dracula (for the NES as well as Super NES), and Son of Chuck (Chuck Rock 2).


T2: The Arcade Game

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Addams Family Pugsley's Scavenger Hunt	Winter '93
Aerobiz	Winter '93
Alien 3	Winter '93
American Gladiators	Winter '93
Batman Returns	Spring '93
Bubsy	Spring '93
Cybernator	Winter '93
Dragon's Lair	Winter '93
Family Dog	Spring '93
Gods	Winter '93
King Arthur's World	Winter '93
The Lost Vikings	Spring '93
Railroad Tycoon	Spring '93
Rocky & Bullwinkle	Spring '93
SimAnt	Summer '93
SimEarth	Winter '93
Star Fox	Winter '93
Star Trek: Next Generation	Summer '93
Super Conflict	Spring '93
Super High Impact	Winter '93
Superman	Spring '93
T2: Judgement Day	Spring '93
Taz-Mania	Spring '93
Ultrabots	Summer '93
Utopia	Winter '93
Wing Commander	Winter '93

GAME BOY

Alien 3	Winter '93
Darkwing Duck	Winter '93
The Empire Strikes Back	Winter '93
Krusty's Fun House	Winter '93
The Little Mermaid	Winter '93
Rampart	Winter '93
Robin Hood	Winter '93
Spot's Cool Adventure	Winter '93
Zelda	Summer '93

NES

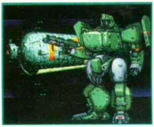
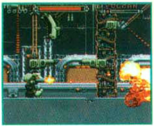
Ace Harding: Lost In Las Vegas	Summer '93
Bomber Man II	Winter '93
Crash Dummies	Winter '93
Eon Man	Winter '93
Goal 2	Winter '93
Hillsfar	Spring '93
Mickey's Safari In Letterland	Spring '93
Rocky & Bullwinkle	Winter '93
Rollerblade Racer	Spring '93
Five 'N Ice	Spring '93
Terminator	Winter '93
Trolls In Crazy Land	Winter '93
Ultima: Warriors of Destiny	Winter '93
Yoshi's Cookie Panic	Winter '93
Young Indy Chronicles	Winter '93

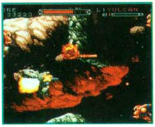
NEXT ISSUE

COMING NEXT MONTH IN VOLUME 45

CYBERNATOR

In a futuristic battle zone, Konami's powerful Cybernator is the only hope for mankind. The awesome graphics and control may remind action fans of Contra III, but it's an all new challenge.

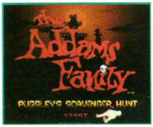



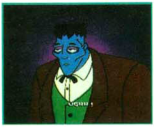
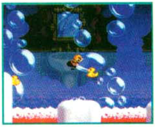


The Addams Family

PUGSLEY'S SCAVENGER HUNT

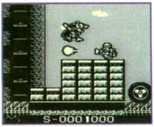
The second Super NES Addams Family game from Ocean will be offered for your appraisal next month. The action is based on the new TV cartoon with Pugsley at your disposal. Another winner!

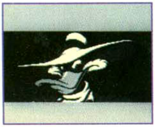
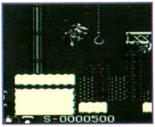


DARKWING DUCK

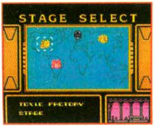
It's time to get dangerous again! Capcom's unflappable hero has flown the NES coop and landed on Game Boy. Good graphics and great action sequences abound in this crime-fighting title.

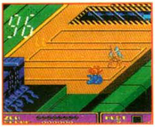


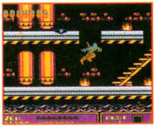



ZEN: INTERGALACTIC NINJA

Meet the newest ninja hero on the block: Zen. We'll check out his mastery of the ninja arts next month when we review Konami's latest NES offering.







BACK ISSUES

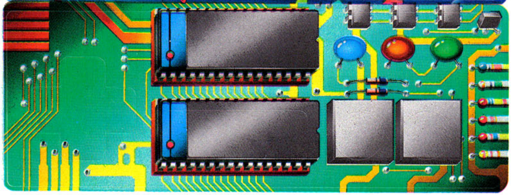
These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

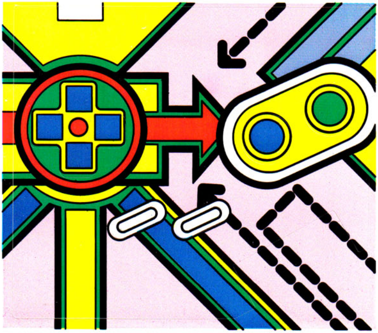
Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.
Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.
Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.
Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.
Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.
Volume 39 (August '92): Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.
Volume 40 (Sept. '92): Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.
Volume 41 (Oct. '92): Adventure Island 3, Power Blade 2, Super Mario Kart, The Simpson's: Bart's Nightmare, Out Of This World, Super Play Action Football.
Volume 42 (Nov. '92): Mega Man, Joe & Mac, Crash 'N The Boys, Space Megaforce, Axelay, Super Star Wars, Final Fantasy Mystic Quest, Faceball 2000, Super Mario Land 2–6 Golden Coins, Flintstones.
Volume 43 (Dec. '92): Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push–Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2 - 6 Golden Coins, Bonk's Adventure, Looney Tunes.

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

Here are the answers to the Super Search section in the front of the Subscriber-only Bonus Issue.

Clue: magnifying glass
Spot: 7 Up can
Hook: hook
Batman: poster
Monopoly: board game
Star Wars: videotape
Paper Boy: newspaper
Joe & Mac: dinosaur
Lemmings: umbrella
Push-Over: dominoes
Spy vs. Spy: Mad magazine
Mario Paint: flyswatter
StarTropics: yoyo
Punch-Out!!: boxing gloves
Tom & Jerry: mousetrap
Power Blade: boomerang
Super Tennis: racket
Faceball 2000: faceball
Bases Loaded: mit
Super Bowling: pins & shoes
Friday the 13th: hockey mask
Toxic Crusader: green slime
Bart's Nightmare: homework
Super Mario Kart: banana peel
NCAA Basketball: Duke mug
Super RC Pro-Am: RC car
A Boy and His Blob: jelly beans
NHLPA Hockey '93: hockey sticks
Wings II: Aces High: bomber jacket
Disney's Duck Tales: duck decoys
The Addams Family: Thing hand
Super Castlevania IV: whip
The Great Waldo Search: striped shirt
The Amazing Spider-Man: comic book
The Hunt for Red October: book
Hudson's Adventure Island: conch shell
Star Trek 25th Anniversary: videotape
Roger Clemens MVP Baseball: Red Sox hat
Teenage Mutant Ninja Turtles: pizza box
Robin Hood: Prince of Thieves: bow & arrow
The Incredible Crash Dummies: crash dummy car
Zelda II: A Link to the Past: sword
Where in time is Carmen Sandiego: encyclopedia
Stanley: The Search for Dr. Livingston: safari hat





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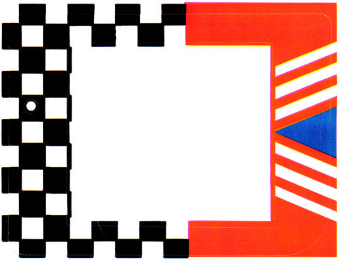

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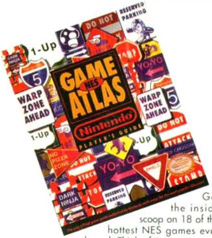
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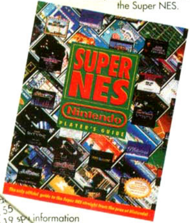
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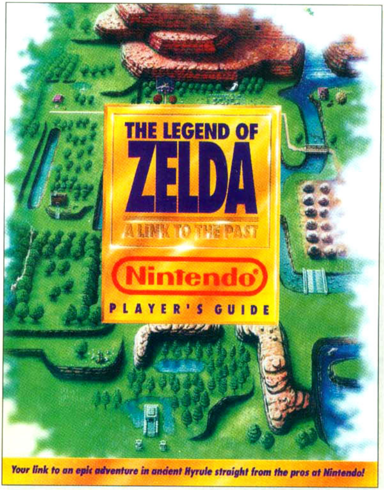
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